2002 PREVIEW!

METAL GEAR SECRETS: THE CREATOR TELLS ALL!

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PSM

PS2 & PLAYSTATION MAGAZINE

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FINAL FANTASY X

FULL REVIEW & SECRETS GUIDE

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2002

PS2 PREVIEW

Which games will rule? When will PS2 go online? The top game designers reveal all!

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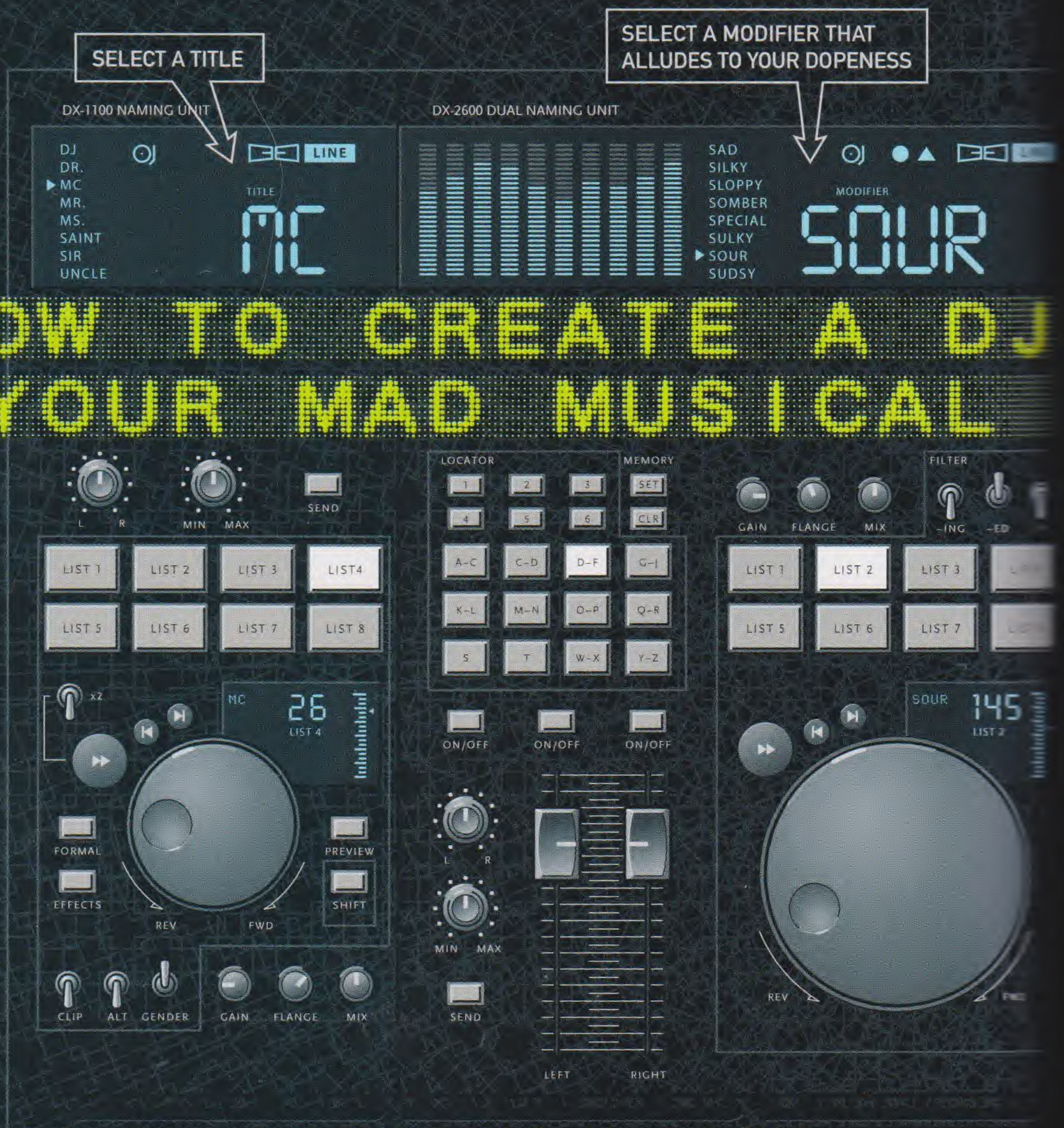

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PlayStation.2

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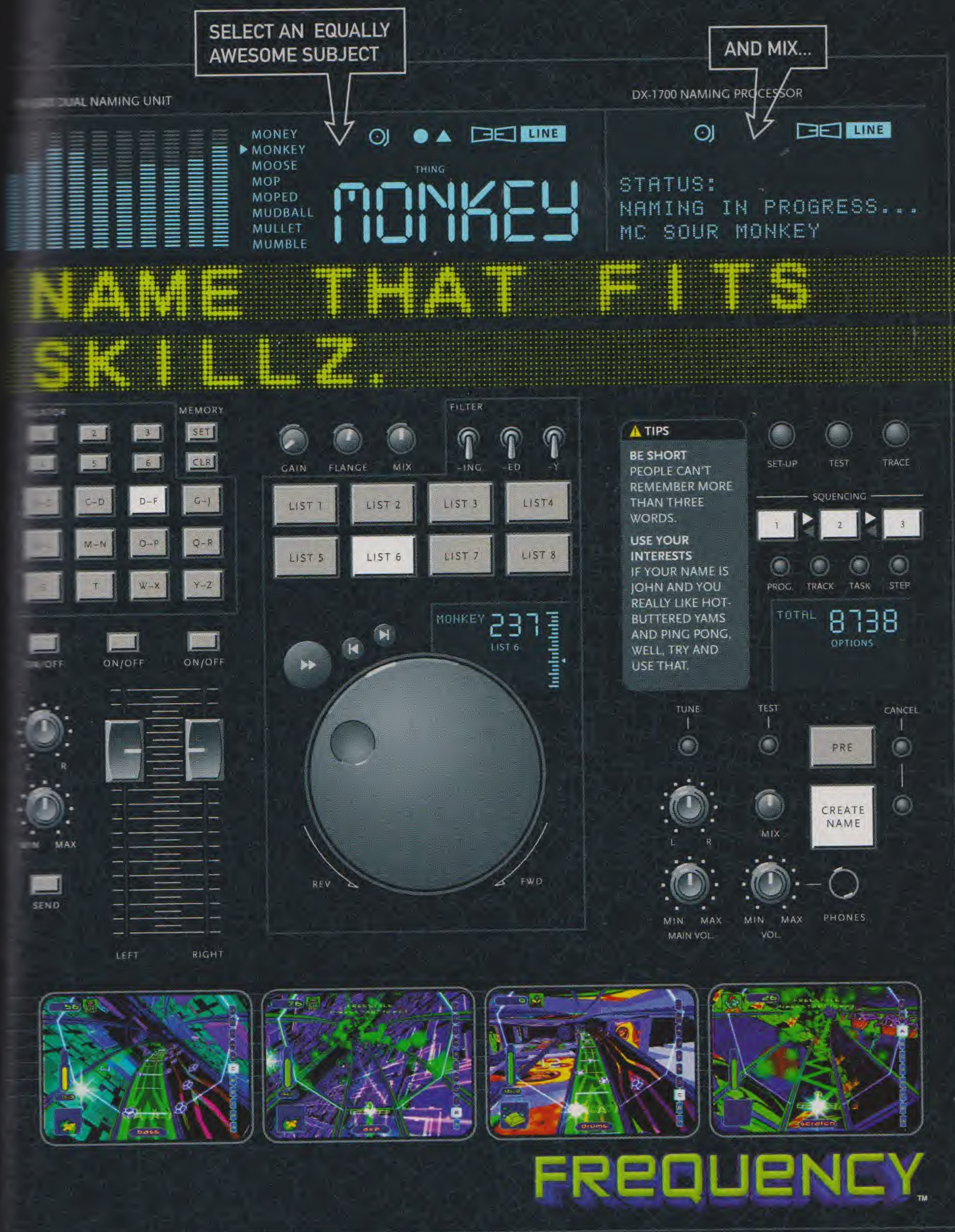

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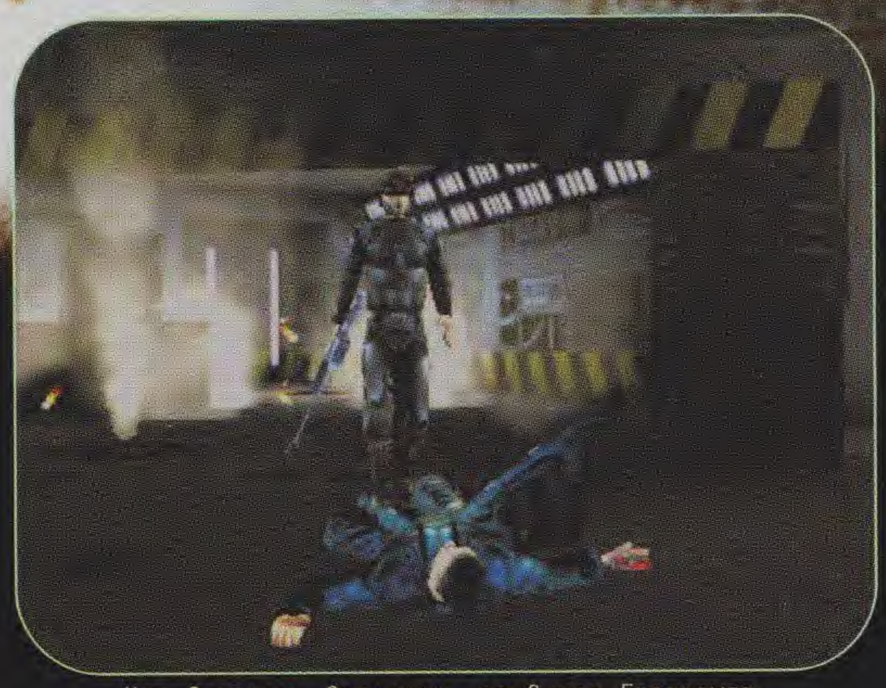

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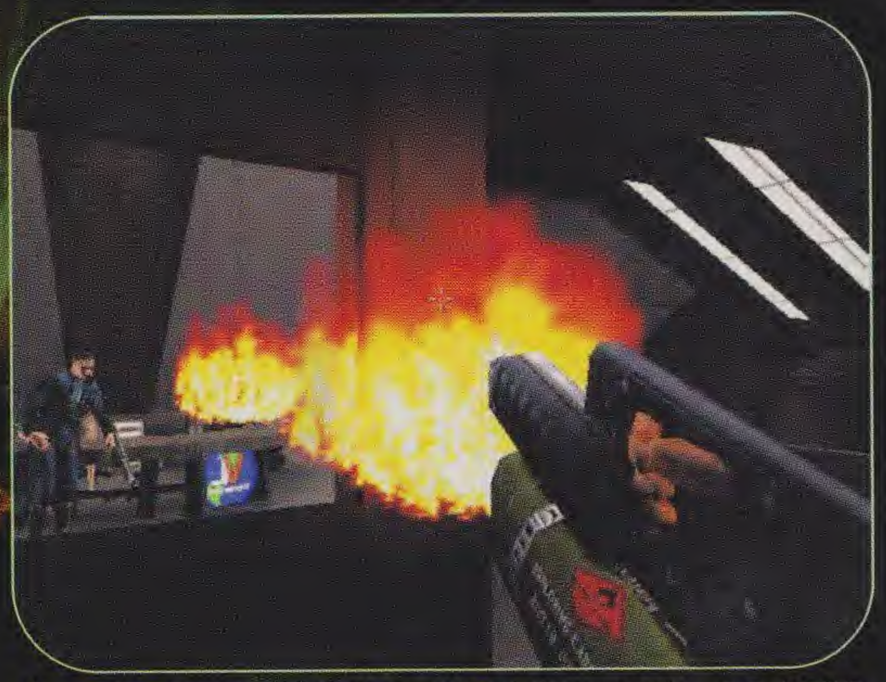

WILL YOU BE THE CHARISMATIC MASTER MANIPULATOR, THE SHREWD AND STEALTHY TACTICIAN, OR THE DEADLY AVENGING ANGEL?

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START

Welcome to the world's best PlayStation magazine

PS2 IN 2002: FULL-STEAM AHEAD

The PlayStation 2 has been a great piece of hardware since the day it launched, but it wasn't until late 2001 that we finally saw the stream of amazing games we'd bought the system for. Better late than never, I guess. Now that PS2 developers are finally running at full speed, 2002 should see a steady release of quality titles year round. Full steam ahead, no looking back.

To get a better idea of what the new year has in store for us, we went straight to the publishers and developers. These guys are paid to know which twists and turns gaming will take in the next ten minutes or ten years, and they had some *very* interesting things to say.

This could very well be gaming's biggest year in a long time — get ready for a wild ride!

► CHRIS SLATE

CHRIS SLATE Editor-In-Chief

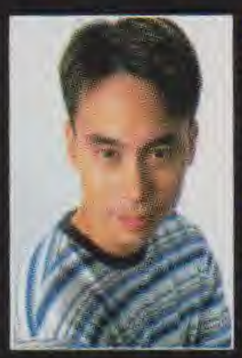
LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, DVDs

New Year's resolution?
I'm gonna resolve to not be so darn tall. I hate blocking people at the movies, and I'm tired of getting those jealous looks when I grab stuff from the top shelf.

"This could be gaming's biggest year in a long time — get ready for a wild ride!"

MEET THE TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...



STEPHEN FROST
SENIOR EDITOR

LIKES: Cooking For Others
HOBBIES: Sleeping Naked

New Year's resolution?
I've agreed to quit walking around naked in the PSM offices. I guess the other guys were a bit disturbed.

RANDY NELSON
REVIEWS EDITOR

LIKES: Dressing Up
HOBBIES: Dressing Down

New Year's resolution?
I'll do my best to be a better person, take time to enjoy life, and regulate the G-Funk like never before.

TOKOYA
STRATEGY EDITOR

LIKES: Representin' Violence
HOBBIES: Photoshop

New Year's resolution?
I swear that I will try to be as sweet and nice as possible in every aspect of my life. Mean people suck!

TOMMY LAYTON
NEWS EDITOR

LIKES: loose slots
HOBBIES: losing money

New Year's resolution?
I'm finally giving up those healthy vegetables and fruits for the carnivorous, all-fat Atkins diet.

BILL DONOHUE
MANAGING EDITOR

LIKES: Winter, whiskey
HOBBIES: Fire, drinking

New Year's resolution?
I promise to shoot 100 rounds every Friday... only at the range... only at targets... no, really...

DAN FITZPATRICK
ART DIRECTOR

LIKES: Cutest. Baby. Ever.
HOBBIES: Home LAN!

New Year's resolution?
To eat right, drink less, stop wearing the same pair of Levi's every day, and to floss *at least* quarterly.

GARY LIEW ASSOCIATE ART DIRECTOR

LIKES: String cheese
HOBBIES: Particle physics

New Year's resolution?
I am making the Old Year's resolution! That way, I am always doing very well. I'm up to 1973, this year!

ON THE COVER

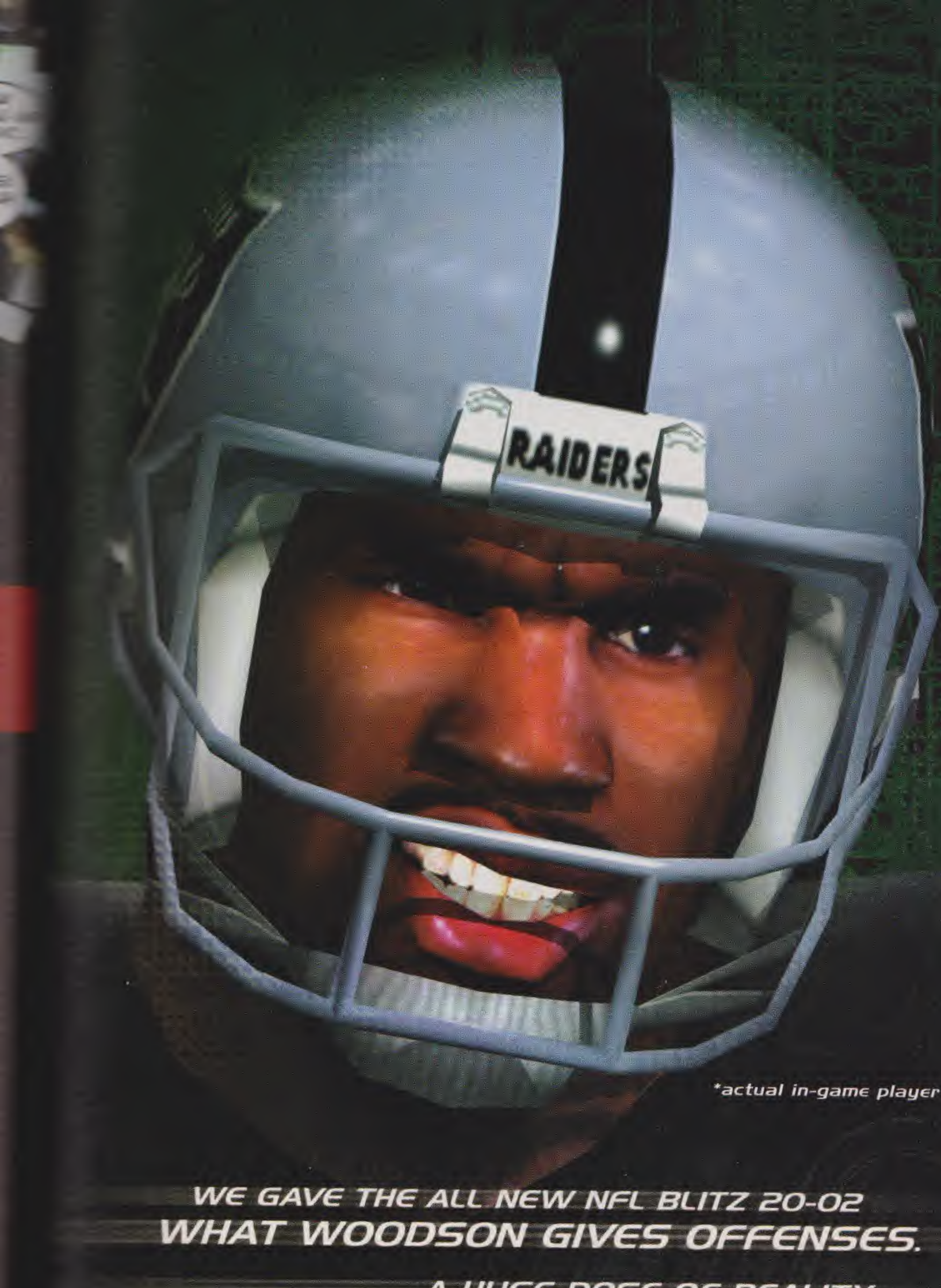
Every issue we work with today's top comic book artists to create our custom PSM cover. This month we worked with the hottest up-and-coming talent in comics, **JO CHEN**. You can currently see her work in Dreamwave's *Darkminds* comic, or you can head over to her website, www.jo-chen.com, for some amazingly cool stuff.

▲ Jo originally did several sketches for us, all based around the idea of Yuna controlling water. We knew going in that this was going to be a very tricky cover to pull off — the water couldn't block out the text.

▲ These first couple sketches were cool, and definitely got across the dramatic "swooping" water effect we were looking for. In the end though, they each had problems fitting into our cover format.

▲ When we saw this sketch, our jaws dropped. This image is dramatic, dynamic, and just plain beautiful. Still, the trick would be in doing the water so that our text didn't get lost on the cover.

▲ The final image is even better than we'd imagined it would be. The water is perfect — it looks tremendous but doesn't fight with the text. We can't wait for the opportunity to work with Jo once again!



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TEEN
T
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Blood and Violence

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100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 54 JANUARY 2002 ▶ VOL. 6

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▶ RPG Review Madness!

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▶ Hideo Kojima Debriefing

For the first time since the release of *Metal Gear Solid 2*, the master designer answers questions about... well, everything. A must-read!

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▶ Maximum Maximo!

This game just keeps getting better, and we've got the screens to prove it! Get your first look at several brand-spankin' new levels on page 66.

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▶ Max Payne Cometh to PS2

Ever wanted to star in a John Woo action movie? Turn to page 64 to find out what PC gamers have known for months — Max Payne kicks ass.

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FINAL FANTASY X

32

The RPG of the year is HERE! Find out why it's our Game of the Month on page 32, then turn over to page 84 for our advanced tips and secrets!

PLAYSTATION 2 PREVIEW 2002

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Want to know what cool PS2 stuff you can look forward to this year? In this special feature, we ask the pros to reveal all!

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite — the hardcore gamers that support and drive this industry. This is NOT a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, EVER betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

Illustration: Jo Chen

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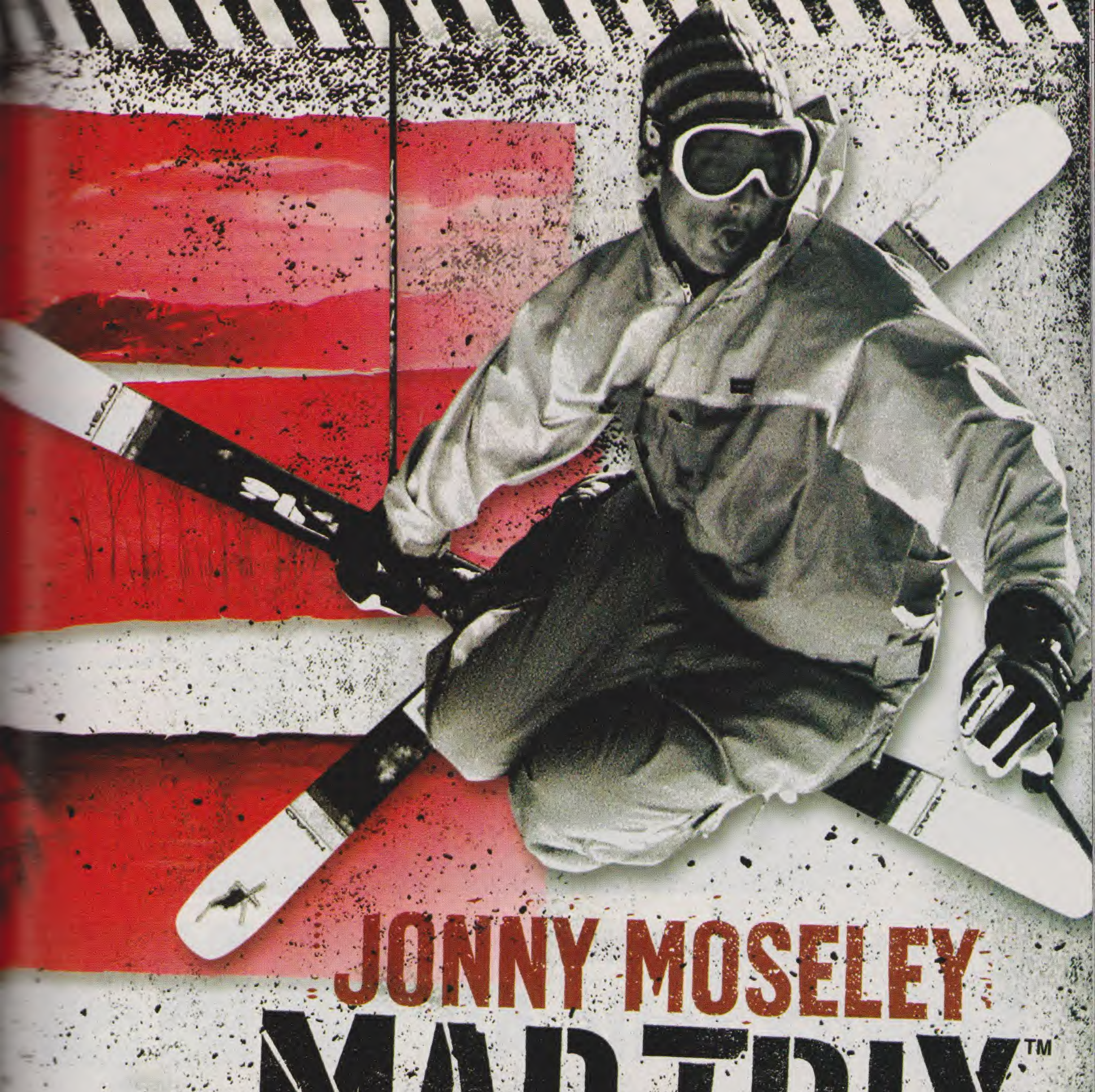

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GAME BOY ADVANCE

MONITOR

Your inside look at this month's hot topics, gear, and games

POST-MGS2 DEBRIEFING:

Kojima Tells All

The secrets behind Meryl, the "Big Secret," MGS3 and more

Every time you yell "Holy Crap!" while playing through *Metal Gear Solid 2*, remember Hideo Kojima, who put himself through the toughest three years of his life to get the game into your hands. Kojima planned *MGS2*, scripted it, and directed it, working insane hours to get the game out before Christmas. To do this, he had to "submerge," as he put it; breaking all contact with the outside world for most of 2001. We're proud to be the first to speak with him since he's completed *MGS2*, and after playing through the game ourselves, we had plenty of questions that we couldn't wait to have answered (Kojima-san's comments appear in red). **WARNING:** There are some big *MGS2* spoilers below — don't go any further if you haven't beaten the game yet!

First off, how could anyone deal with the incredible hype that started with *MGS2*'s unveiling at the 2000 E3 expo? Kojima didn't quite know what he was getting himself into: "Honestly speaking, I was surprised by the reception at E3 2000 myself. Yes, there was the pressure. But we kept in our souls how we felt and what we saw at E3 to give us the drive for development. Unlike with MGS1 when people did not know what it was, it helped us that we knew there are lots of people out there waiting for MGS2. It wasn't the pressure that made us suffer. What made it tough for us was that people expected quality, a release date to be met, and volume in MGS2 for PS2. Trying to meet all of these expectations strategically was really tough. It was indeed the toughest time of my life in the videogame industry." Disturbingly, he adds "I've been sick physically since spring 2001 because of such psychological reasons." His suffering is all up on the screen — *MGS2* is one of the most technologically impressive games ever created. Have we already seen the best that PS2 can do? "The programmers say that they have pretty much used up

the PS2's capabilities. I personally think we could push it even further."

MGS2 is filled with surprises, but none were as big as Raiden. We were dying to know, why replace Snake with a new main character? "*MGS2* must surpass its prequel. And it has to "betray" people's expectations in a good way. In order to surpass the prequel, I had to "destroy" the prequel to a certain extent. The only person who can do

MOVING ON TO *METAL GEAR SOLID 3*...

Kojima-san has said in several interviews that this is his last *Metal Gear* title. Now, just a minute, here... this guy *created* the series — does this mean that *MGS* is through? "The *MGS* series is no longer mine. If people want a sequel, there will be a sequel. However, it is very unlikely that I would

"It was indeed the toughest time of my life in the videogame industry."

that is the person who created the prequel. I also wanted to add depth to the popular character and legend, Solid Snake, in *MGS2*. Since this is an action game, the player is the main character in the game. I decided to keep a distance between the player and Solid Snake. The introduction of the new character, Raiden, allows the player to observe Snake objectively from a distance. Being able to observe the non-playable Snake adds depth to him that was not existent before then. You can also observe the friendship between Snake and Otacon, even more than in the prequel. Raiden is simply the narrator of the story. Solid Snake, who accompanies Raiden, is the main character of the story. Snake's monologue starts the game, and his monologue ends the game."

Another big question of ours: what happened to Meryl? In *MGS2*, Snake has teamed with Otacon and starts with the Stealth Suit, which would indicate that the "Otacon" ending from *MGS1* was the true ending. However, Snake still has the "Infinite Ammo" bandanna from the "Meryl" ending. Kojima has a simple answer: "Please do not overthink it. Meryl is not dead. Meryl did not make it into the game because I wanted to highlight the relationship between Otacon and Snake." Our final two *MGS2* questions: What is your favorite moment in the game? "Where Solid Snake jumps into the water after Metal Gear RAY. How reckless!" Can you point out some Konami in-jokes hidden in *MGS2?* "Some of the dog tags have names of myself and other staff members. Those soldiers who appear to be stubborn have such dog tags."

create the game plan, script, and direct it as I did with *MGS1* and *2*. Just like the theme of *MGS2*, it is necessary to "pass it on to the next generation" within the development team. I believe that I have passed on to my younger staff the know-how and spirit of game creation through *MGS1* and *MGS2*." So, we *will* see *MGS3*, but it will be under new management. Let's hope that Kojima-san's team can rise to the challenge...

The obvious next question is, if Kojima is leaving *Metal Gear*, what will he move on to? "There are many things I would like to do. But what is going on in the real world doesn't make now the right timing for them. In the near future, I don't think I could create the 'weird games' that I have mentioned a few times in the past. What I have to do first is to create an environment that allows myself to do what I want to do (such as finding a director for *MGS3*)." He also adds, "In the future, I would like to create a form of entertainment involving robots and online elements and digital elements." Oh, so no weird stuff then, eh? :-)

Finally, we simply wanted to know this: Considering the apparent hell that he went through to create *Metal Gear Solid 2*, would Kojima-san ever consider leaving the big "event" titles behind for smaller, simpler projects? "The *MGS2* team grew up to a little under 70 people, and I would love to work on projects with only about 10 people, giving the whole team more maneuverability. That's how big my teams were before *MGS*." What is your dream game, and why haven't you made it? "I do not know. I will keep on creating games while searching for the answer."

KOJIMA'S GAME DESIGN 101

While we had Hideo Kojima's ear, we asked the games master to name the one crucial element of game design that is often overlooked or done poorly. Aspiring game creators, take out your notepads:

"[The crucial element is] the providing of service to the players from the players' points of view. Games are an interactive medium. It is not art. You must provide responses or services that you would expect the players would expect.

"Players expect that they can do certain things in the game, and that there are responses to those actions — even if their actions are the most minute or irrelevant things. How much you can 'read their minds' and implement reactions in your game is key. The story and visuals are not that important."

▲ Kojima-san's theory in action: This tray of napkins and condiments are just decoration, but if the player shoots them, they must react.

GUEST COLUMN
MICHAEL GOTTLIEB
PRODUCER, *SPY HUNTER*

Michael Gottlieb, SpyHunter's ***co-designer and producer, shares his thoughts on PS2 updates to arcade greats.***

Designing an update to a classic is both a blessing and a curse. The "good" resides in the initial quality and integrity a classic provides as a baseline. The "bad" is the obligation to do justice to that which is sacred to so many. *SpyHunter* was a challenge because our memories of it are over-shadowed by the mystique and nostalgia of the arcade. The era of *SpyHunter*, 1983 to be exact, is a time many of us miss. Distance makes the heart grow fonder, and our natural tendency is to rewrite the past as we wish to remember it.

Taking a revered classic kicking and screaming into the modern era is a living hell some days, and pure fun on others. The vision was to take the original's strengths and add modern gameplay mechanics. In truth, we added objective-based gameplay about halfway, realizing that playing *SH* in cool 3D environments wasn't enough. The first objective was to blow up the bad guys, then collect satcoms, and finally strategic elements, like diffusing bombs. Other dirt? The tracks were originally twice as long. We ended up cutting them in half to make a great three to four minute experience — six to eight minutes got to be a drag. We also cut a cool sequence when you go into the weapons van to keep up the pace. We could have better exploited the great "Bump N' Jump" gameplay mechanic of the original, and our biggest regret is not being able, due to lack of time, to create two more difficulty levels.

What are we most proud of? That duality was achieved: Fans of the classic believe we did it justice, while newer gamers enjoy it, too. My father, Alvin Gottlieb, ran pinball machine company D. Gottlieb & Co. for 34 years. So much of what I believe as a game designer comes from him, and *SpyHunter* stands as a final testament to the fact that what is fun is eternal, and the rules of creating entertainment permeate form. Thus, the Gottlieb family as game designers have moved from pinball to pixels to polygons.

WHAT YOU SHOULD BE PLAYING

1. Final Fantasy X
PS2's first *FF* title brings true turn-based combat, brilliant music and graphics, and a storyline that outshines any other *FF*.

2. Jack And Daxter
PS2 platforming nuts have been begging for this. The world is majestic, and you'll explore it for days trying to unearth its secrets.

3. NFL 2K2
It's frightening that Visual Concepts and Sega produced football this good in so short a time. *Madden* has met its match.

4. Shadow Hearts
Shadow Hearts' well-wrought characters and fine battle system will surely satisfy RPG fans.

5. 007: Agent Under Fire
Bond on PS2 combines a great driving action, FPS gameplay, and a classic original story.

2002: WHAT'S COOKING, SONY?

Sony Execs Drop Hints on PS2's Future

You surely can't accuse Sony of not being ambitious with its visionary plans for PS2 and the Internet. Despite the skepticism of some of the major players in the games industry (see our Preview 2002 feature in this issue), recent word from Sony higher-ups suggests connectivity and convergence are still the buzzwords of PS2's, and Sony's, near future. Sony Computer Entertainment, Inc. President Ken Kuturagi and Sony Corp. President and COO Kunitake Ando still insist that PS2 will be a hub for a unified, Internet-based platform that will allow consumers to easily use inter-connected electronic devices to share content and operate a wide range of online entertainment and communication services. Confused? Read on.

SONY'S GOT THE HOOK UP

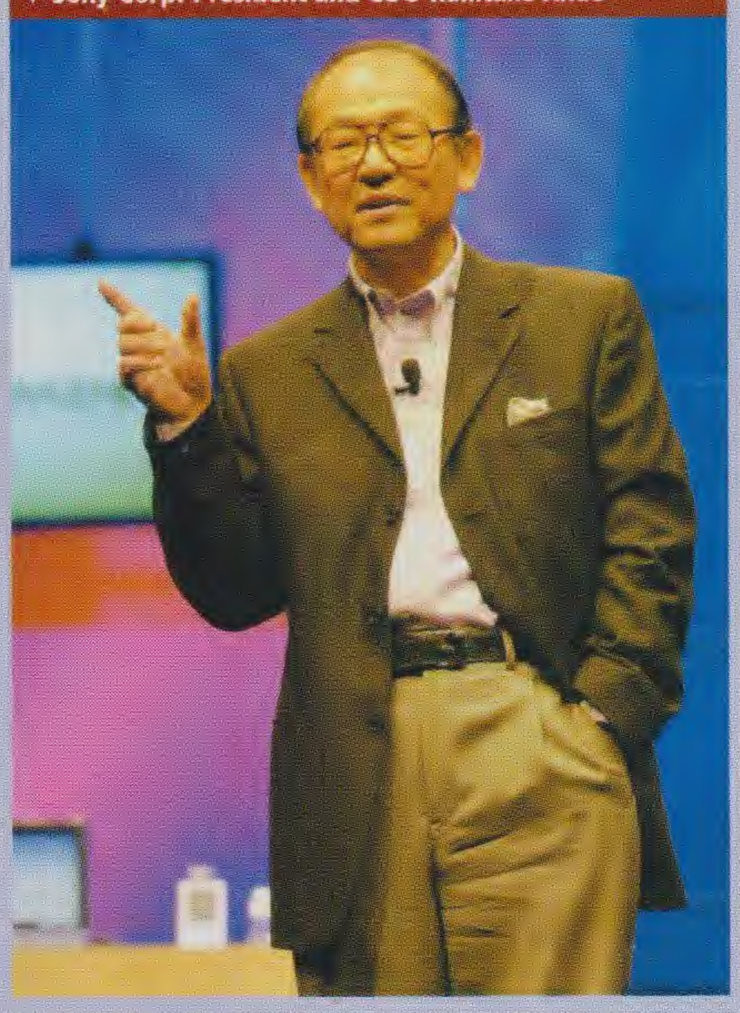
Despite the delayed rollout of the Network Adapter and the Hard Disk Drive in North America, Ken Kuturagi states, "Next year [2002] we will be connecting as many PS2s as possible to the network." Kuturagi says that in addition to online gaming, the PS2 network will eventually usher in the distribution of movies, music, and ancillary game-related content through PS2, which will act as a user-friendly portal — "Your grandfather should be able to use it," he suggests. However, it appears that PS2's network will be part of a larger, "universal" network incorporating other net-enabled devices (which in part explains delays in the network's rollout). Sony Corp. Prez and COO Ando insists that users are prepared to adopt alternatives to desktop devices (e.g. PCs) for connecting to an "always-on" broadband Internet, and Sony plans to connect (and inter-connect) devices from mobile phones and PDAs and Clie handhelds, to televisions and stereos and various USB devices (like digital cameras and camcorders), to, of course, personal computers and PS2s. Such protocols that allow the sharing of content and Net-connectivity between multiple devices are called "gateway technologies." At this year's Comdex Fall trade show, Ando clarified that Sony's partnership with AOL Time Warner — which will result in a version of the Netscape browser for PS2 — will be the foundation for future gateway technologies, which Ando says must be based on simple interfaces and operations that are easy for consumers to understand.

CONTENT IS KING

Although consumer electronics still make for two-thirds of its revenue, Sony will apparently be placing a higher priority on entertainment content in the coming years, and on spreading that content across their network's multiple, inter-connected platforms. Kuturagi states, "In the future, broadband will connect all appliances — console, TV, phone, PC, everything. Then exclusivity [of content on one platform] means nothing." Well aware of the strengths of both Microsoft and Nintendo, and welcoming their competition, Kuturagi offers, "We are creating content, pioneering a new market," and that "The ideal situation is that PS2 can connect to Xbox." Similarly, Ando states, "We're working together to build the next generation of broadband consumer experiences." Sony reassures us that the standards and protocols of the network should be open, and is even encouraging competitors (in one case, competing mobile phone companies Nokia and Ericsson) to incorporate inter-operability between their devices.

Essentially, Kuturagi suggests that, in the long term, the burden will be on entertainment creators to provide content that will drive consumers to subscribe to proprietary online content services. In Sony's case, these services will most probably mimic the successful monthly subscription billing structure of Sony Online Entertainment's *EverQuest:* unlimited use for a nominal monthly fee. Ando says that similar services for Sony's music, movie, finance, and other entertainment should be made available by monthly subscription via PS2's online network, and he confirmed that Sony is considering a deal in which the Network Adapter and Hard Disk Drive are thrown in free for such paid subscriptions.

▼ Sony Corp. President and COO Kunitake Ando



HANDHELD MARKET

Finally, SCEI President Ken Kuturagi mentioned another device that could be brought into the network's fold. Further fueling speculation that Sony will enter the handheld market, which is dominated by rival Nintendo and its current cash cow, the Game Boy Advance, Kuturagi said Sony is eyeing the opportunities, but would wait for better screen technology and semiconductors with lower power consumption to come of age "maybe two, three years from now." "The Gameboy Advance... very very nice, but the display quality is not attractive enough," Kuturagi said, citing GBA's arguably dark LCD screen. To demonstrate Sony's know-how, Kuturagi referenced PSone's portable LCD monitor, stating, "It's very fast. It can display 60-frames-per-second animations. The Gameboy Advance screen is very, very slow."

"Next year, we will be connecting as many PS2s as possible to the network"

SONY'S TIMELINE

- **Pre-1994:** The audio/visual era. Sony establishes itself as a leading consumer electronics manufacturer.
- **1995 - 1999:** Convergence between audio/visual devices and information technology. The Internet proliferates.
- **2000 - 2004:** Electronic devices are networked. Content and services are shared between multiple devices.
- **2005 and Beyond:** Devices are always on, connected, and delivering services in any location. Broadband has been more widely adopted.

NIHON GAME OTAKU

by MAX EVERINGHAM

So, it might be a while before we see another CG movie on the scale of *The Spirits Within*, eh? With Square still reeling from its massive losses and Sony snapping up a goodly slice of the developer, it'll be interesting to see how Square climbs out of the hole it's dug. But not to worry — Square has big projects in the works! PlayOnline, anyone? But the big buzz just now in Japan is *Rez*. Created by Tetsuya Mizuguchi, and primarily inspired by a trip to a music festival in Switzerland, *REZ* is a music game that doesn't punish the non-music majors amongst us. At the music event, Mizuguchi realized that people really got off on the lights as well as the sounds, and decided to make a game that played on this theme. Most importantly, he also wanted it to be the kind of music game that anyone could get into; not one that required six months of dance and music lessons before you could have a go without making an ass of yourself. Right on, Mizuguchi-san! So get ready to shoot stuff, create explosions that make beats and musical phrases, and relax because timing, mercifully, is not all that important. *Rez* is out now in Japan and the special 8,800 yen ($73) pack comes with a "trance vibrator", which sounds like some kind of sex aid, but is, in fact, a USB peripheral that reverberates and acts a bit like the rumble function on a DualShock... not quite sure where you're supposed to stick it, though.

RETAIL REPORT & CHART

They love their Pachinko and Slots, the Japanese, with two of the parlor games making the top ten listings. Lots of silver balls tumbling down an upright pinball table. Lovely. So Sammy rules the roost, and Koei is still the cock of the walk. It's great to see *Everybody's Golf 3* hanging on in there, too. Look out for *Rez* to make a splash next month.

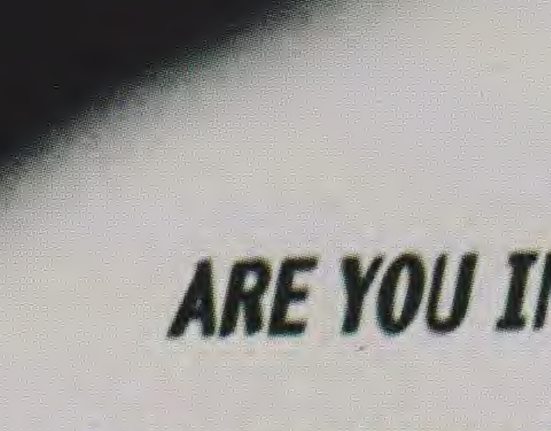
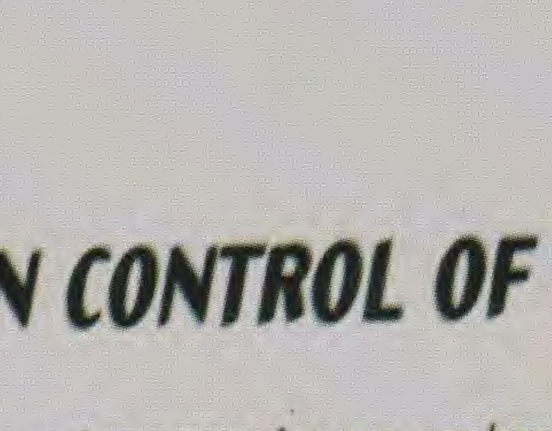
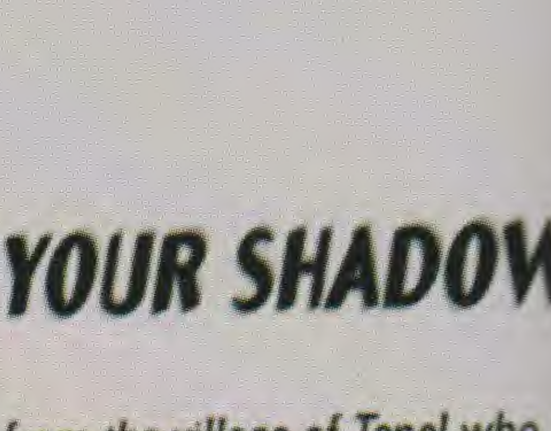
1. Jikkyou Combat Pachislo: King of the Beast DX (Sammy) PS2
2. Shin Sangoku Musou 2 (Koei) PS2
3. Time Crisis 2 & Guncon (Namco) PS2
4. J.League Winning Eleven 5 (Konami) PS2
5. Everybody's Golf 3 (SCEI) PS2
6. Jikkyou Powerful Pro Baseball 8 (Konami) PS2
7. SuperLite 1500 Series The Tetris (Success) PSone
8. Ace Combat 04: Shattered Skies (Namco) PS2
9. Sankyo Pachinko Paradise DX (Irem) PSone
10. Genshi no Kotoba (SCEI) PS2

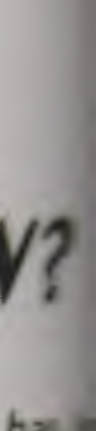
Source: The PlayStation 10/26

PlayStation®2

ARE YOU IN CONTROL OF YOUR SHADOW?

Don't be certain. At least, not until you meet Ari, a young boy from the village of Tenel who has l
control of his to the spirit of a 300 year old evil king. Now it's up to you to join him on a quest to h
win it back. Along the way, solve puzzles, decipher mysterious clues and fight battles in a bizar
adventure that will test your wits, skill and make you question the proof of your own rea



TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence

OKAGE: Shadow King ©2001 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Ente

OKAGE

SHADOW KING

www.scea.com

"FINAL SCORE 10/10."
PSM

"THIS GAME IS THE REASON YOU BOUGHT A PLAYSTATION 2."
PSM

"I KNOW EVERYONE IS EXPECTING THIS GAME TO BE GOOD, BUT I HAVE TO TELL YOU I WAS SHOCKED AT JUST HOW GREAT IT IS."
OFFICIAL U.S. PLAYSTATION MAGAZINE*

"MGS2 HAS ONCE AGAIN STUNNED US, AND WE ARE ONCE AGAIN ON OUR KNEES TO KOJIMA-SAN AND HIS HEROIC TEAM."
IGN.COM

"AS OF NOW, WE'VE SEEN NOTHING -ABSOLUTELY NOTHING- TO SUGGEST THERE WILL BE A BETTER GAME ON ANY SYSTEM THIS YEAR. PERIOD."
NEXTGENERATION

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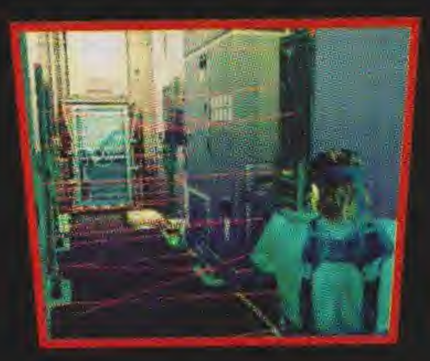
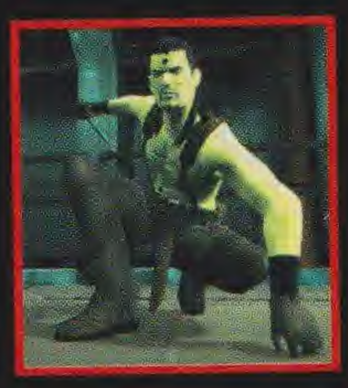
A HIDEO KOJIMA GAME

KONAMI®





TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood

PlayStation®2

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WWW.KONAMI.COM

Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

January's New Releases

PS2

TITLE	GENRE	PUBLISHER
Deus Ex: The Conspiracy	Action/RPG	Eidos
Downforce	Racing	Titus
Drakan: The Ancient's Gate	Action	Sony
Dune	Action	Dreamcatcher
ESPN Int. Winter Sports 2002	Sports	Konami
ESPN X Games Snocross	Sports	Konami
ESPN X Games Snowboarding 2002	Sports	Konami
Final Fantasy X	RPG	Square EA
Gitaroo-man	Music	Koei
Maximo	Adventure	Capcom
Mobile Suit Gundam: Zeonic Front	Strategy	Bandai
NBA 2K2	Sports	Sega
NBA Shootout 2002	Sports	Sony
Parappa 2	Music	Sony
Rez	Music	Sega
Shifters	Action	3DO
State of Emergency	Action	Rockstar
Top Angler	Sports	Xicat Interactive

▲ Rikku joins the cast of *Final Fantasy X*, which includes the more recognizable Tidus and Yuna. Look for her in mid-January.

PS

TITLE	GENRE	PUBLISHER
Hidden and Dangerous	Action	Take Two
VIP	Action	Ubi Soft
Yu-Gi-Oh!	Action	Konami

Future Outlook

FEBRUARY PS2

TITLE	GENRE	PUBLISHER
AirBlade	Action	Namco
Aliens: Colonial Marines	Action	EA
Blood Omen II: Legacy of Kain	Action	Eidos
Caesar's Palace	Other	Take Two
Conflict Zone	Action	Ubi Soft
Herdy Gerdy	Adventure	Eidos
Hot Shots Golf 3	Sports	Sony
King's Field IV	RPG	Agetec
Medal of Honor: Frontline	Action	EA
Moto GP 2	Racing	Namco
No One Lives Forever	Action	Sierra
Pac-Man World 2	Action	Namco
Pirates of Skull Cove	Adventure	EA
Rescue Helicopter Air Ranger	Action	bam!
Run Like Hell	Action	Interplay
Salt Lake 2002	Sports	Eidos
Star Wars Racer Revenge: Racer II	Racing	LucasArts
Star Trek: Shattered Universe	Action	Interplay
Trophy Bass	Sports	Sierra
Virtua Fighter 4	Fighting	Sega
Xenosaga: Episode I	RPG	Namco

FEBRUARY PS

TITLE	GENRE	PUBLISHER
Hooters: Road Trip	Action	Ubi Soft
Dodge Ball	Sports	Tommo

MARCH PS2

TITLE	GENRE	PUBLISHER
All-Star Baseball 2003	Sports	Acclaim
Army Men RTS	Strategy	3DO
Barbarian	Action	Titus
Commandos 2	Action	Eidos
E.T. Return to the Green Planet	Action	NewKidCo.
Eve of Extinction	Action	Eidos
H2Overdrive	Racing	Crave
High Heat MLB 2003	Sports	3DO
Hype - The Time Quest	Adventure	Ubi Soft
Kelly Slater's Pro Surfer	Sports	Activision
Mat Hoffman's Pro BMX 2	Sports	Activision
MLB Slugfest 20-03	Sports	Midway
Monster Jam Max Destruction	Action	Ubi Soft
PRYZM Chapter 1: Dark Unicorn	RPG	TDK Mediactive
Rayman Arena	Action	Ubi Soft
Test Drive	Racing	Infogrames
Transworld Surf	Sports	Infogrames
UFC: Throwdown	Fighting	Crave
V.I.P.	Action	Ubi Soft
World of Outlaws: Sprint Cars	Racing	Infogrames

▶ *Mat Hoffman's Pro BMX* is the next title from Activision's 02 extreme sports line.

MARCH PS

TITLE	GENRE	PUBLISHER
Bear in the Big Blue House	Misc	Ubi Soft

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

GRAN TURISMO 3 COCKPIT
Not Available in North America

As is all too often the case with this industry, gamers in North America and Europe (aside from serious importers) will have to watch in envy as the game-crazy Japanese enjoy the perks of home-made products. In this case it's a specially designed, *Gran Turismo*-branded racing cockpit.

Around the time of the recent Tokyo Motor Show, when *Gran Turismo Concept* (a sort of standalone expansion for *GT3* that lets gamers race several concept cars), Logitech (Logicool in Japan), makers of the excellent GT Force feedback racing wheel and pedal set combo (available stateside since *GT3*'s release), teamed up with Sparco, maker of high-end auto racing equipment, and announced the cockpit.

Sony/Polyphony Digital's Kazunori Yamauchi, the man behind all things *Gran Turismo*, was the overseer of the design, which is said to mimic the actual dimensions of racing vehicles. The cockpit went on sale in November for 69,800 yen, or roughly the equivalent of $570. It's safe to say that this item has hardcore racing fans in mind.

Hot In December

TOP 10 DVDs

OUR TOP PICK:
AMERICAN PIE 2 COLLECTOR'S ED. 1/15/02
The sequel's DVD boasts tons of extras, including a making-of documentary, a behind-the-scenes featurette, commentaries by the director and cast, outtakes and a special intro by Jason Biggs.

2. Tron 20th Anniversary Edition	01/15/02
3. Kiss of the Dragon	01/22/02
4. The Fast and the Furious Collector's Edition	01/02/02
5. Tombstone	01/14/02
6. Buffy the Vampire Slayer: First Season	01/15/02
7. Mad Max Special Edition	01/02/02
8. Jeepers Creepers	01/08/02
9. Bubble Boy	01/22/02
10. My Bodyguard	01/29/02

TOP 5 MOVIES (Theater)

OUR TOP PICK:
BLACK HAWK DOWN 1/18/02
Ridley Scott directs this true story of the Battle of Mogadishu, when elite American soldiers tried to apprehend lieutenants of a heavily armed Somalian warlord and two Blackhawks were gunned down.

2. **Comic Book Villains** 01/01/02
Narrated by *The New Guy*'s DJ Qualls, a collector happens upon some classics, and several comic nerds try to acquire them.
3. **40 Days and 40 Nights** 01/25/02
After his girlfriend ditches him, Josh Hartnett's character gives up sex for Lent, and immediately meets the girl of his dreams.
4. **The Accidental Spy** 01/11/02
Jackie Chan is a workout equipment store salesman that longs for adventure, and finds it after tailing suspicious men into a dark alley.
5. **Orange Country** 01/11/02
From the minds behind "Freaks and Geeks," a comedy of a guidance counselor who mucks up a student's transcripts for Stanford U.

SALES CHARTS - NPD TRSTS Video Game Service

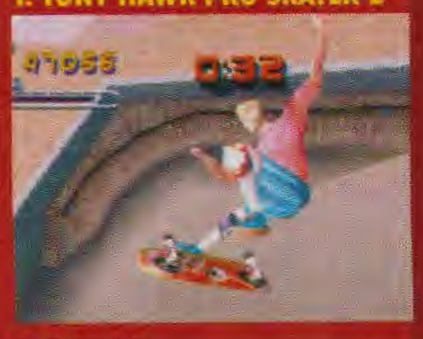
PS2 – MID-OCTOBER

1. DEVIL MAY CRY

2. Madden NFL 2002
3. Spy Hunter
4. Silent Hill 2
5. NHL 2002
6. NCAA Football 2002
7. Batman Vengeance
8. NASCAR Thunder 2002
9. Gran Turismo 3: A-SPEC
10. Time Crisis 2 (W/GunCon2)

PSone — MID-OCTOBER

1. TONY HAWK PRO SKATER 2



2. Driver 2
3. Castlevania Chronicles
4. Madden NFL 2002
5. Spongebob Supersponge
6. Gran Turismo 2
7. Spyro: Year of the Dragon
8. Spider-Man
9. Syphon Filter 2
10. Final Fantasy Tactics

TOP TEN GAMES — MID-OCTOBER

1. DEVIL MAY CRY (PS2)

2. Madden NFL 2002 (PS2)
3. Spy Hunter (PS2)
4. Silent Hill 2 (PS2)
5. Pokémon Crystal (GBC)
6. NFL 2K2 (DC)
7. Mario Kart: Circuit (GBA)
8. Super Mario Advance (GBA)
9. NHL 2002 (PS2)
10. Tony Hawk 2 (PSone)

PSM'S BIG GAME UPDATE

1. Final Fantasy X
Everyone's looking forward to *FFX* in mid-January. It's sold more than 2.5 million copies in Japan, and the localization has gone over well. Expect at least 40-50 hours of gameplay, and much more to finish everything.

2. Sled Storm 2
EA was mum for a while, but *Sled Storm 2* recently emerged with a reworked look and an over-the-top trick system. By next spring, it should have 12 tracks, six riders and six different sleds to suit your fancy.

3. Maximo
Turning out to be ne of the biggest post-holiday games, *Maximo* is set to impress in late January. The game's five huge worlds are fleshed out and looking great, and the control and gameplay are top-notch.

4. Herdy Gerdy
PS2 is turning out games with a great blend of action, adventure, platforming and enchanting environments and characters. Pushed back to February from Fall, *Herdy Gerdy* adds strategy elements to the mix.

5. SW Jedi Starfighter
Building on the original's success, LucasArts might have a winner this Spring. *Jedi Starfighter* features 15 one and two-player cooperative missions and vehicles based on Episode II.

6. Virtua Fighter 4
It looks as though the arcade to PS2 conversion is going smoothly. Word from Japan is that they'll be expecting *VF4* it in late January, making a February or early March release in the states quite possible.

7. Spider-Man
Treyarch tweaked the camera, enhanced Spidey's standard attacks, enabled Spidey to hang upside down, and added "time dilation" in an aerial battle (which slightly slows down the action at crucial moments).

8. NFS: Hot Pursuit 2
The long overdue sequel promises to exceed our expectations this spring. Black Box is upping the number of exotic cars, which will grace at least 12 courses against some smarter AI opponents and police.

9. State Of Emergency
Hot off the gamers' near-unanimous embrace of Rockstar's other free-for-all — *Grand Theft Auto 3* — Rockstar is trying to get Vis' riot game *State of Emergency* out on the streets by late January.

10. Blood Omen 2
Although it keeps looking better, Eidos' *Blood Omen 2* has slipped from December to around February. But it looks like it will be worth the wait, and thankfully there are several third-person action games to tide you over during the holidays.

PlayStation®2

SMUGGLER'S RUN 2

HOSTILE TERRITORY

OUT NOW!

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

DEVELOPED BY

PUBLISHED BY

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Buggy Image ©Jim Sugar Photography/CORBIS.

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

Race anywhere across the world's most hostile territories

Fully integrated plot increases the adrenaline and ups the stakes

Deliver the goods through mine fields, avalanches and enemy crossfire!

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

6 all new mission types

Violence

HOSHIGAMI™

RUINING BLUE EARTH

沈みゆく蒼き大地

"...its place in the strategy hall of fame is assu
- Silicon Maga

"...one of the most promising PlayStation® game console titles of the y
- B

In the mystical land of Mardias, the Valaimian Empire threatens to upset the balance of power of the continent... Our hero, Fazz and his band of mercenaries are hired to protect one of the Ruins of Ixia from the Valaimian forces. Little do they know, that a more sinister power is rising... Will you be able to stop it before the world of HOSHIGAMI is engulfed in eternal darkness?

Over 40 missions to test your tactical prowess!

Create your own combination attacks using the innovative Session System!

Unleash magical fury channeling energy thro customizable Coinfeig

EVERYONE

CONTENT RATED BY ESRB

MILD VIOLENCE

PlayStation

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Illustrated by Takamichi.

RPG/SIM®

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REVIEWS

The world's most accurate, in-depth game reviews

Contents

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32 ▶ Final Fantasy X
42 ▶ Forever Kingdom
38 ▶ Frequency
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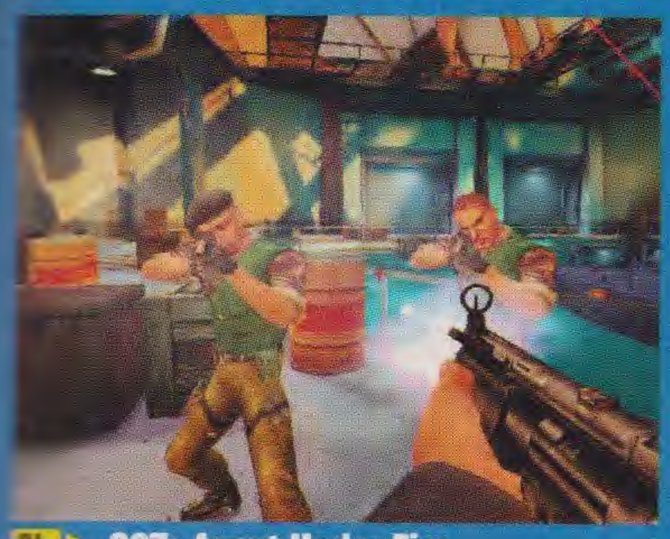
34 ▶ Jak And Daxter:
38 ▶ Sega Sports NFL 2K2
41 ▶ Shadow Hearts
41 ▶ Tsugunai: Atonement

Jak And Daxter: The Precursor Legacy

The best platform game ever? Check out pg. 34!

Be sure to check out these top games!



41 ▶ 007: Agent Under Fire

42 ▶ Forever Kingdom

OUR SCORING SYSTEM

10	▶ CLASSIC	A rare gem; Our highest recommendation
9	▶ OUTSTANDING	One of the better games this year
8	▶ VERY GOOD	You can't go wrong — MUST-BUY
7	▶ GOOD	A solid game
6	▶ OKAY	Kind of fun, but no big deal
5	▶ SO-SO	You've got to love the subject matter
4	▶ LACKING	Big flaws really hurt this game — WARNING
3	▶ BAD	Not fun at all
2	▶ AWFUL	This game is an insult
1	▶ WHY?	Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
RPG	SQUARE	SQUARE	1	1 DVD	TEEN

PSM GAME OF THE MONTH

FINAL FANTASY X

▲ The cast is all here, ready to protect Yuna from any trouble she is about to encounter.

X marks the spot for RPG fans

Fortunate — the best way to describe PS2 owners. For the past few months, some of the best games ever created have appeared on Sony's so-called "programmer's nightmare." *Final Fantasy X* continues this upwards trend, easily surpassing any fan's expectations of the series.

Obviously, gamers will immediately drool over *FFX*'s superficial aspects. The graphics rival the best seen on PS2, and the music outshines any composition in the series. Furthermore, most of the dialogue now supports voice acting, which is top-notch overall. This welcome addition not only enhances the overall presentation, but it makes the characters more three dimensional.

▲ The graphics in the game are amazing. The CG and the real-time cinemas never fail to impress.

The added voices seem to compliment the new direction Square has taken the story, although the plot is still typical of the series — destroy the boss that threatens life. Compared to previous *FF* games, Square seems to focus more on character interaction and development using the conflicts as a catalyst, rather than concentrating the characters on the ultimate conflict (the final boss). Combined with clever plot twists, a surprise ending, and some new story concepts, *FFX* is the most compelling of the series.

The improvements don't stop with the storyline either; Square also enhanced the gameplay. First, you'll notice that *FFX* reverts to true turn-based fighting — the Active Time Battle meter is gone — to help speed up combat. Second, weapons and

HOW IT STACKS UP

1	▶ Final Fantasy X	10 out of 10
2	▶ Shadow Hearts	9 out of 10
3	▶ Dragon Warrior VII	8 out of 10
4	▶ Forever Kingdom	6 out of 10
5	▶ Okage: Shadow King	6 out of 10

▲ FFX, unlike other *FF* games, seems to offer many more puzzles to figure out. This one looks like *Tetris*.

armor now lack various stats; each of these items now differentiates itself through specific abilities, such as being "Fireproof". Instead, players increase their stats through AP (experience points), which dictate how far your character can move on an abilities grid. The grid contains various attributes like spells, attacks, extra HP and MP, etc. It seems strange initially, but I found the freedom of this system gratifying, since it allows players to build their characters in various manners.

Since you'll gain AP relatively quickly, players need not spend considerable time leveling up, if you simply wish to finish the game. Plus, Square even managed to decrease the frequency of random encounters (something I've always disliked) throughout most of the game, which leaves less frustration to exploring the secret areas. However, in the end, where most of the exploring takes place, battles did occur way too often, but by that point, most players should find weapons that prevent encounters.

My complaints are few — random encounters, a few cheap bosses, and a few weird story elements — and they in no way hinder the overall quality. With a cool new minigame, Blitzball, over 140 hours of gameplay, and a stellar story, nobody should miss Square's latest and greatest.

▶ Tokoya

Crazy Secrets

Like most *FF* games, there are many secrets to find. These include hidden treasure, a large number of secret areas, and numerous special battles. Finding the secrets often yields cool items and weapons.

▲ This is sort of a battle. Yojimbo is a hidden Aeon, who you must find and pay in order to use.
▼ Every fan should recognize this guy. Since this battle happens only occasionally, be sure you can defeat him before he kills you, or runs away.

PSM BREAKDOWN

An up-close look at the game in action

"Combined with clever plot twists, a surprise ending, and some new story concepts, FFX is the most compelling in the series."

PSM FINAL SCORE 10/10

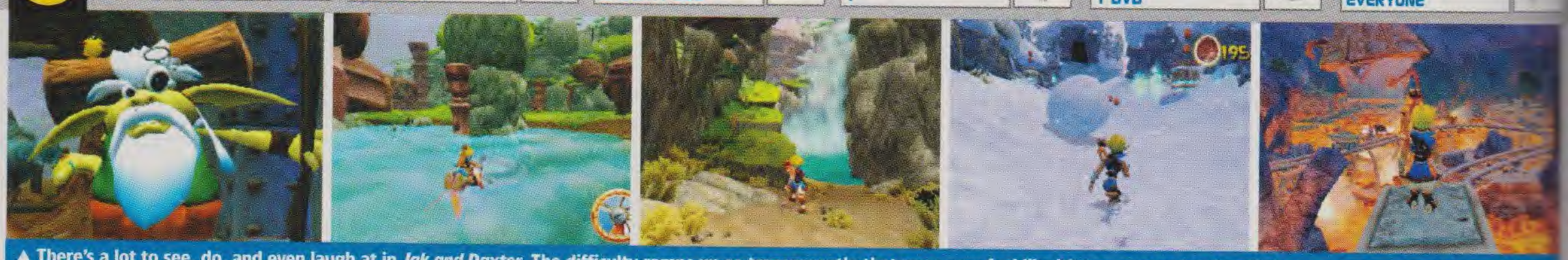
CLASSIC
Although *FFX* feels a little different from previous *FF* games, it still maintains the quality typical of the series.

PSM MUST-BUY

▼ The story is quite an amazing one. I never found it dry or boring at any point.

▲ The overdrive attacks look spectacular.

PS2 | TYPE: ACTION/ADVENTURE | PUBLISHER: SONY CEA | DEVELOPER: NAUGHTY DOG | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE



▲ There's a lot to see, do, and even laugh at in *Jak and Daxter.* The difficulty ramps up so transparently that you never feel like it's too easy or hard until the very end — then it's tough!

JAK AND DAXTER

Naughty Dog delivers the goods

The talented crew at Naughty Dog talked the talk, and now it's walking the walk — *Jak and Daxter: The Precursor Legacy* has ended up being one of the most technologically amazing games we've ever seen. The characters are cool, the seamless game world is massive, the character animation rivals Disney (especially in cinemas), and the amount of detail and atmosphere lavished on every nook and cranny is unprecedented — all at a rock-solid 60fps.

Underneath the visual presentation, you find a platformer that might not try anything truly ground-breaking, but has very obviously been tuned and tweaked by people who really know their stuff. Jak might not have a massive repertoire of moves, but they've all been tested to ensure that they just feel right — in fact, this feeling extends to the rest of the game as a whole.

Complementing the super-tight control is some of the best level design we've ever encountered. Every piece of the game's world fits together perfectly, new play mechanics are constantly being revealed, and no one area seems quite like the last.

▲ Naughty Dog lives up to its reputation as a texture-mapping powerhouse with some incredibly lush scenery.

Despite the super-solid fundamentals, the game does suffer some hiccups along the way. First, there are only three boss encounters, and not especially difficult ones at that. Luckily the rest of the game (about 15 hours total) is challenging enough to make up for this, but we'd still like to have seen each area capped off by a boss. While it's not normally something we dwell on too much, we'd have to say the game's music left us wanting — there's no real theme to speak of. Camera quirks also surface throughout the game, but they're nothing too major. There's also not a whole lot of story to speak of, and even the "good" ending is a bit anti-climactic.

Rough spots aside, you're still in for an excellent adventure that's extremely rewarding. Naughty Dog delivered on the hype with one of the best games on PS2 — and we can't wait for the inevitable sequel.

▶ **Randy Nelson**

HOW IT STACKS UP

1	▶ Jack And Daxter	9 out of 10
2	▶ Rayman Revolution	9 out of 10
3	▶ Klonoa 2: Lunatea's Veil	8 out of 10
4	▶ Crash Bandicoot: TWOC	6 out of 10
5	▶ Stretch Panic	5 out of 10

"The amount of detail and atmosphere lavished on every nook and cranny is unprecedented"

▲ You can tell that every inch of the game world has been gone over again and again to make sure it's just right.

▲ Jak's moves aren't revolutionary, but he sure looks cool doing them. The Eco power-up system works well, too.

PSM FINAL SCORE 9/10

OUTSTANDING
The superb level design, finely-tweaked control, and eye-popping visuals cement this as one of the best platformers ever.

PSM MUST-BUY

Dangerous.

Defiant.

Illegal.

RATING PENDING
RP
CONTENT RATED BY ESRB

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INFOGRAMES

ATARI

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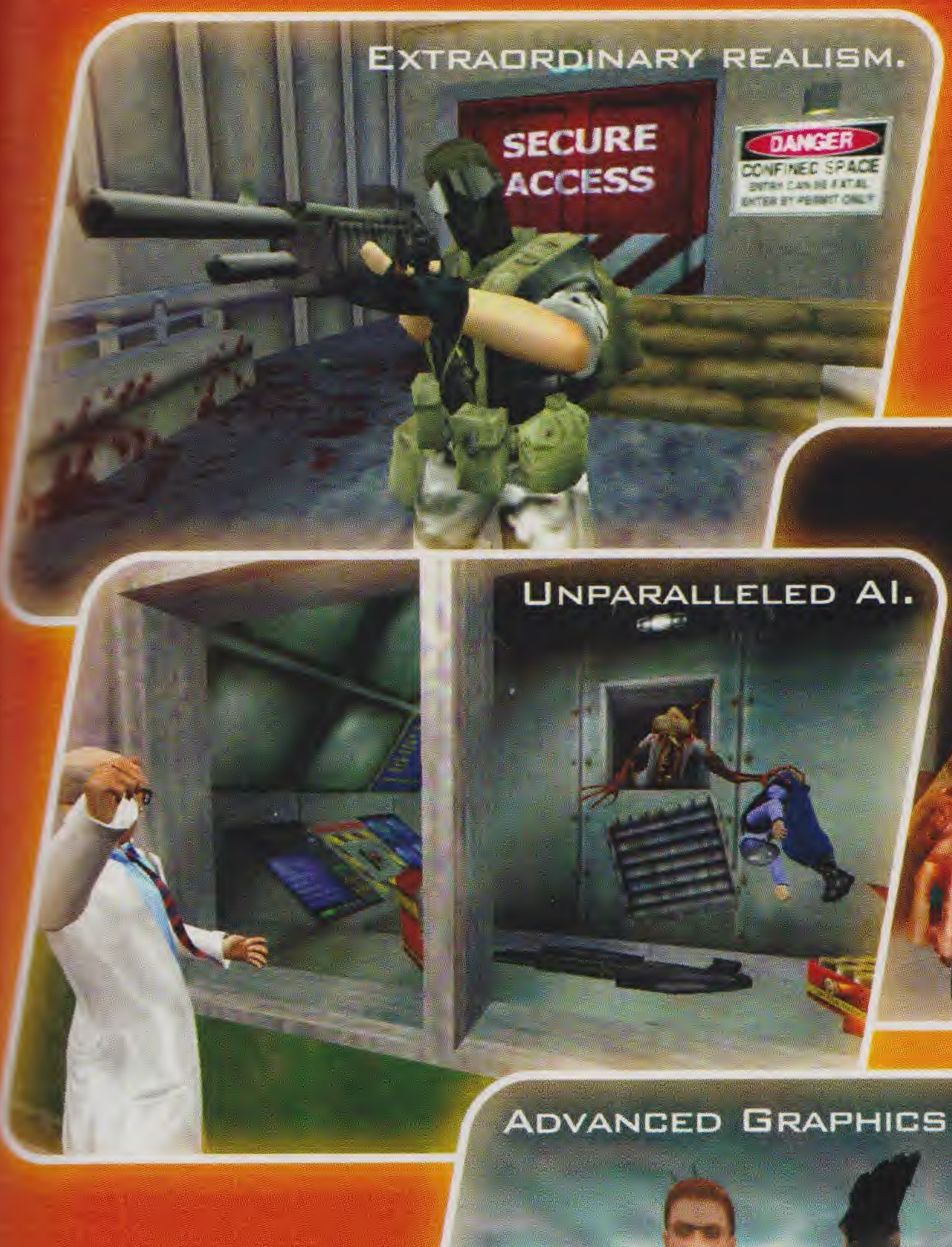

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— Electronic Gaming Monthly

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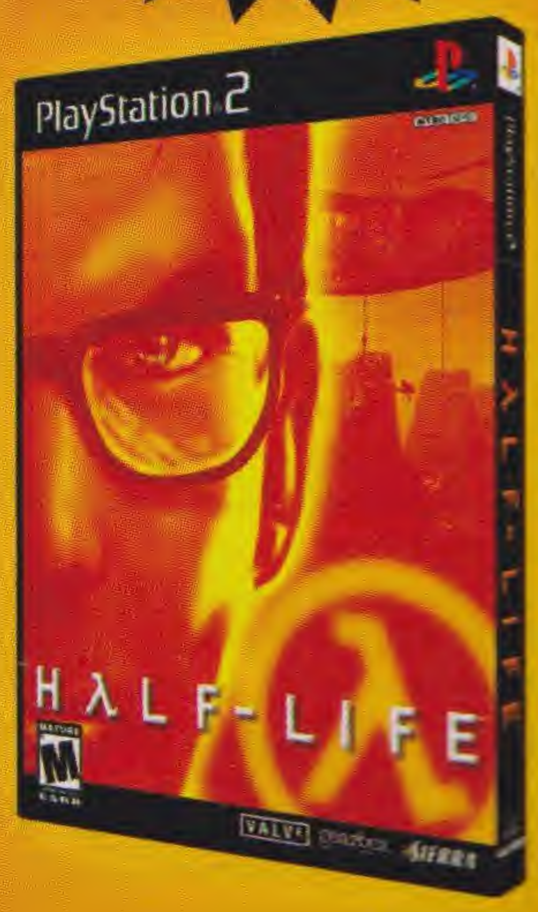


HALF-LIFE®

PlayStation®2

MATURE M RATED BY ESRB
Violence
Blood and Gore

VALVE™ gearbox software SIERRA®

PS2 | TYPE: RACING | PUBLISHER: ACCLAIM | DEVELOPER: CRITERION | # OF PLAYERS: 1-2 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

BURNOUT

Taken at face value, *Burnout* might not look like much. Under its hood, however, awaits silky-smooth control and some truly clever play mechanics that more than make it a must-have for racing buffs of the arcade-style persuasion.

Instead of open roads with just you and competitors, it pits you against four other adept AI opponents within a working traffic system. There are hundreds of cars on course at once to avoid, outrun, and pit against the other racers. It looks tough, but the amazingly-responsive control makes each car drive like a dream.

The boost system is also unique: executing last-second swerves and tire-burning power-slides fills your meter, which can only be tapped once it's maxxed out. This works great because it rewards seat-of-your-pants driving and heightens the game's already super-tense atmosphere. Sending it over the top in that respect are the collisions, which are based on real physics and are replayed quick-cut style as they happen. There are no gentle bumps here; hit someone and you pay the price — at a lightning fast 60fps.

So, *Burnout*'s very good, but it hits a couple of speed bumps along the way. Its graphics are definitely above average, but due to zero anti-aliasing, it "shimmers" — which can make other cars hard to make out at a distance. Its track designs are also better than most, too, but still somewhere short of greatness. Overall, there aren't many bigger (or faster) thrills on PS2.

▶ **Randy Nelson**

▲ Now here's what we like to see — *Burnout* is almost TOO fast at points, but that just helps the thrill factor.

PSM FINAL SCORE 8/10

VERY GOOD

Don't let the shimmery graphics fool you. There's lots of challenge, speed, and some truly spectacular crashes.

PS2 | TYPE: ACTION | PUBLISHER: HARMONIX SYSTEMS | DEVELOPER: SONY | # OF PLAYERS: 1-4 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

FREQUENCY

If you like techno-related music, you're bound to enjoy this game. Besides offering a cool selection of tracks, *Frequency* artfully combines a slick visual look with better-than-average gameplay.

The gameplay resembles most other music games on the market with one slight difference: players must tap buttons to corresponding beats in order to build the music tracks, as opposed to simply matching the beats of the music. This is carried out by rotating a grid with eight sides, with each side representing a different beat or instrument. Once players input the correct beats on all sides, the song is complete and you win.

As a multiplayer game, *Frequency* fairs better, even without online support which Sony removed at the last minute. Sporting a simple interface with only three buttons and a rotating grid, any number of players can pick up the controller and enjoy the four-player mode.

However, this shouldn't suggest that *Frequency* isn't challenging. There will be more than a few times you'll want to bash your controller into tiny pieces. Also, on the later levels, there's too much flashing and other effects, which sometimes distracted me from the game. The only other serious problem I encountered was gameplay variety. Things start to feel a bit too repetitive.

If you've missed out on this genre, or want a really tough, fast-paced game, *Frequency* may just fit the bill.

▶ **Tokoya**

▲ Move around on the grid frantically, and press one of the three buttons. It sounds simple, but is fairly fun.

PSM FINAL SCORE 7/10

GOOD

This is a solid music game with a stylish look and cool music. However, most of the music is techno, or techno-like, which may be a turn-off for some gamers out there.

PS2 | TYPE: SPORTS | PUBLISHER: SEGA SPORTS | DEVELOPER: VISUAL CONCEPTS | # OF PLAYERS: 1-4 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

NFL 2K2

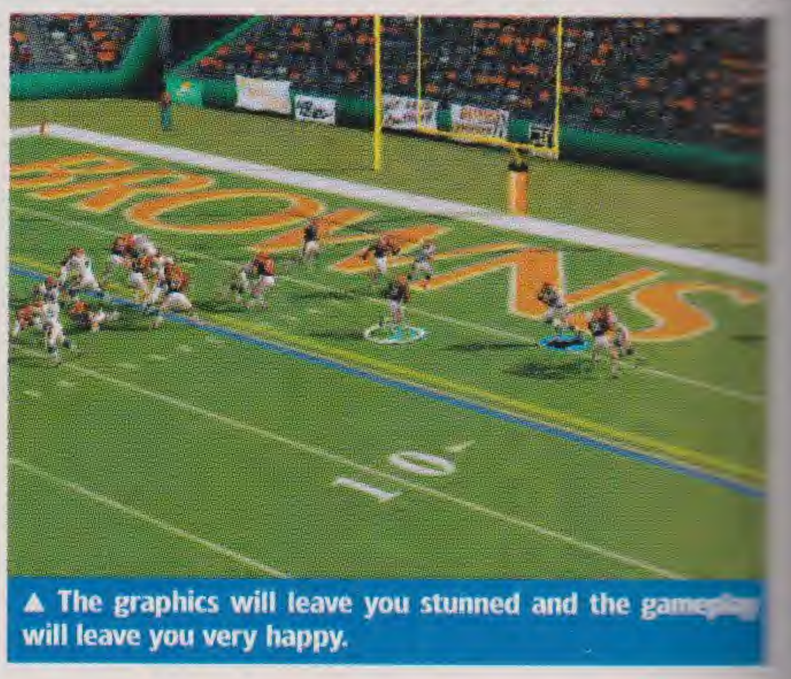
Sega's *NFL 2K2* is, almost certainly, the future of football games. While it's not as polished or deep as *Madden* (It was produced on a short development schedule), it is the most promising football game we've seen in a long time.

The key elements here are its amazing commentary and gameplay presentation. Several years back, VC snubbed celebrity announcers for actors that could put more time in the booth to provide a greater variety in commentary. This year, that move paid off in spades. The play-by-play guys remember stats, analyze game trends, talk about things that happened earlier in the game and even offer comments on replays... oh yeah, you won't believe the super-detailed replays either. It's the closest thing we've ever seen to real football broadcast presentation in a game.

But don't think for a second that this game is all flash. *NFL 2K2* is built on rock-solid AI, an intuitive control scheme, and an excellent selection of special moves that are not as unrealistically powerful as last year's Dreamcast version. Also, we like the play-calling screen, which gives you a feel for the yardage you'll need. The only problems we had with *NFL 2K2* were occasional graphics slowdown, an imbalance in favor of the rushing game (if you master the spin, you can beat almost any team), and a lack of depth when compared to *Madden*'s extra features.

If Visual Concepts gets a full development schedule next year, *Madden* could be playing catch-up next time.

▶ **Dan Egger**



▲ The graphics will leave you stunned and the gameplay will leave you very happy.

PSM FINAL SCORE 9/10

OUTSTANDING

Even though this isn't equal to *Madden* in terms of polish and depth, it's more ambitious in some key areas.

watch

your

back

Syphon

Filter 3

Classified Information: Security clearance required. [redacted] The ultimate, espionage super agent Gabe Logan is back. [redacted] mission: clear name, [redacted]

eradicate the Syphon Filter virus. [redacted] Discover man in [redacted] shadows. [redacted] Blast through 19 intense, action-packed levels [redacted] exotic, international locales: [redacted] Costa Rica, Tokyo, South Africa [redacted] Ireland, [redacted] Australia [redacted]

[redacted] Do not negotiate [redacted] Proceed with extreme caution. Maintain cover at all [redacted] times. Contact key intelligence personnel. [redacted] Move through multiple obstacles. Maximum strategy advised. [redacted] Utilize lethal [redacted] arsenal: X-ray gun, M-16, proximity mines, [redacted] nightvision rifle, [redacted] taser, tear gas gun, sniper rifle, crossbow, grenade launcher, concealed submachine gun [redacted] Failure is not an option. [redacted] password: virus [redacted]

syphon filter 3

PlayStation ®

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MATURE M CONTENT RATED BY ESRB

Blood
Violence

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
ACTION/DRIVING	ELECTRONIC ARTS	ELECTRONIC ARTS	1-4	1 DVD	TEEN

007: AGENT UNDER FIRE

While majority of *Agent Under Fire* is played from a first-person perspective, players will also have to master a variety of driving and rail-based shooting segments. There's also a stealth mission where you're awarded more points if the guards don't see you. All in all, there's a much higher level of variety here than in past Bond games.

One of my gripes about the past 007 titles is that they were short and lacked much replay value. Fortunately, that has been addressed in *AUF*. By performing well on missions, you're awarded special abilities and weapons, such as the fabled Golden Gun. That alone makes you want to continue playing until you achieved a perfect score. Not only that, but if you manage to find the special golden 007 icons hidden in each level, you'll be able to unlock new levels and power-ups.

Increasing its replay value even further is the fact that *AUF* also features a well-designed multiplayer mode. Up to four players can face-off against each other in deathmatch, with a variety of options available to them. You can even speed up the movement of characters, which allows for a faster-paced game without any slowdown. This is one of the best deathmatches available on the PS2.

Granted, this latest Bond adventure won't set any real marks for innovation or depth, but it still manages to provide a decently long and fun experience. Of all the 007 titles that have appeared on Sony consoles, I definitely enjoyed this one the most.

► Stephen Frost

▲ **Not only does *Agent Under Fire* look quite good, it also runs at a smooth 60 fps.**

PSM FINAL SCORE 8/10

VERY GOOD
Definitely much better than the Bond games on PSone, the true star of *Agent Under Fire* would have to be its multiplayer mode.

PSM MUST-BUY

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
RPG	MIDWAY	SACNOTH	1	1 DVD	TEEN

SHADOW HEARTS

After such a humble beginning with the PSone RPG *Koudelka*, no one could have predicted that Sacnoth would deliver such an incredible follow-up in the form of *Shadow Hearts*. Though not a direct sequel, *Shadow Hearts* takes place in the same universe; an early 1900s filled with mysticism and magic.

Though the storyline is involving enough and the characters are well developed through Midway's surprisingly good localization, it's not necessarily *Shadow Hearts'* strongest suit compared to the gameplay.

A traditional, turn-based RPG, there's so much more going on under the game's hood in terms of combat, mechanics and structure that it's near impossible to resist *Shadow Hearts'* charms. The battle engine is the biggest draw, thanks to its so-called "Judgement Ring" system. When a character's turn comes up in combat, you're responsible for hitting the X button at the just the right time as a pointer spins around a preset circle in order to pull off an attack. Time it right and you'll pull off a spectacular attack or magic spell.

Add to this the game's incredible visuals, as well as a wonderful game world, and *SH* does just about everything right. The only flaws to be found lay with the game's voice acting and the fact that the game sometimes skews on the easy side. *Shadow Hearts* is so solid, involving, and fun that no RPG fan should be without it.

►Francesca Reyes

▲ **Quit looking at this screen and go to your store to buy *Shadow Hearts* right now! Yes, it's that good.**

PSM FINAL SCORE 9/10

OUTSTANDING
***Shadow Hearts* is a wonderfully solid adventure with tons of trimmings that deserves a spot on in your RPG collection.**

PSM MUST-BUY

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
RPG	ATLUS	CATTLE CALL	1	1 DVD	TEEN

TSUGUNAI: ATONEMENT

A curious title with some very intriguing features, *Tsugunai: Atonement* tells the tale of a young mercenary named Reise, who angers the gods after stealing a Treasure Orb for the lord of a nearby village. His divine punishment results in his body being separated from his soul. From this point on, his mission is to find a way to join them together again.

In order to do this, Reise must complete over 30 quests in order to "heal the townspeople's hearts." So, how's a soul to accomplish such a feat? By possessing people, of course! You're responsible for finding and possessing people in town who must complete certain tasks. The result can be fun, or tedious, but always interesting.

It's within someone else's body that Reise will also have to battle through dungeons, which showcase another of *Tsugunai*'s more intriguing aspects: the battle system. The combat engine combines standard RPG features (fight, magic, item, etc.) with button presses for four different defense poses (counter attack, normal/"strage" guard, and back-step) making battles an interesting affair.

Courtesy of Atlus' blossoming self-confidence with localization, the dialogue is fairly tight with just the right amount of humor. But there's still something missing in *Tsugunai*. From the drab environments to the strangely generic character designs, the game lacks not only polish, but also a certain amount of sophistication. While there are a lot of good things to be had in *Tsugunai*, only the most devoted RPG fan will get a lot out of it.

► Francesca Reyes

▲ ***Tsugunai* explores the issues surrounding being a man trapped in a badly-dressed woman's body.**

PSM FINAL SCORE 6/10

OKAY
***Tsugunai* is a good romp in new RPG territory, but ultimately lacks the polish to make it truly a compelling adventure. Only hardcore RPG fans will get a lot out of this game.**

PS | TYPE: RPG | PUBLISHER: WORKING DESIGNS | DEVELOPER: G-CRAFT/ARC PROD. | # OF PLAYERS: 1 | # OF DISCS: 6 CD | ESRB RATING: TEEN

ARC THE LAD COLLECTION

The original *Arc the Lad* was one of the very first PlayStation RPGs in existence, but never found its way to U.S. shores. But now, courtesy of Working Designs, it has landed in patient gamer's laps along with the entirety of the *Arc the Lad* series, which spans a total of four discs, plus *Arc Arena* and a documentary disc. So, was it worth the wait? Definitely.

Players now have a comprehensive adventure that explores the entirety of the game's universe. This is quite a feat, since the original game only really serves as prologue of sorts to the sequel and then the third title in the series. Visually, while the first two *Arc* games will feel incredibly dated, the gameplay for each adventure still remains fairly fresh and unique. And although the actual gameplay quality varies between adventures, it's simply wonderful to have all *Arcs* in one place along with the trademark Working Designs "polish."

Each game's battles take place on a large field which is broken up into a grid. During a character's turn, you're able to move then with ease within their selected range in order to attack, cast spells or collect treasure. The result is something between a strategy game and an action RPG; a system that is entirely specific to the *Arc* series and has yet to be refined in any more recent titles in the genre.

Localization is well done, which is expected of Working Designs, and the entire product package contains more extra goodies than you can possibly shake a mage's staff at. This is a must-have for any hardcore enthusiast.

► **Francesca Reyes**

▲ Old-school graphics can't hide the fun factor to be had in the gameplay. And there's A LOT of gameplay to be had.

PSM FINAL SCORE 8/10 — VERY GOOD
The complete *Arc The Lad* experience (including extra goodies) is an otaku's dream come true.
PSM MUST-BUY

PS2 | TYPE: ACTION/RPG | PUBLISHER: AGETEC | DEVELOPER: FROM SOFTWARE | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

FOREVER KINGDOM

While you wouldn't know it from the name, *Forever Kingdom* is, indeed, the sequel to the somewhat average PS2 launch game, *Evergrace*. Granted, this second title does improve upon the original in several ways; it just doesn't improve upon it enough.

Players initially control three main characters (Darius, Ruyan, and Faeana), all of whom share a single lifebar. That means when one gets hurt, the other two get hurt. However, all three can also work together and perform special combo attacks that are very damaging.

Strangely enough, *Forever Kingdom* sort of reminds me of Sega's *Phantasy Star Online*. That's probably because the environments aren't the most detailed and the combat is quite simplistic in nature. You'd think that From Software would be skilled enough with the PS2 hardware that it could craft environments that didn't look like they were pulled directly from the Dreamcast. The variety is nice enough, but the low level of detail makes *Forever Kingdom* look like a first-generation game.

For those of you who enjoyed *Evergrace,* this "sequel" certainly won't disappoint. However, when put up against virtually any other decent PS2 title, it comes up short. The story does provide enough twists and the puzzles will certainly challenge. It's just that the rest of the game is quite uninspired. There's nothing that really makes you want to continue playing. And that's what hurts it most.

► **Stephen Frost**

▲ While the combat system isn't really that complex, the "dressing up" aspect is still pretty cool.

PSM FINAL SCORE 5/10 — SO-SO
While being a fan of action-based RPGs, I had a lot more fun playing games like *Soul Reaver 2*. And so will you. *Forever Kingdom* just doesn't quite provide enough bang for your buck.

PS | TYPE: STRATEGY RPG | PUBLISHER: ATLUS | DEVELOPER: MAXFIVE | # OF PLAYERS: 1 | # OF DISCS: 1 CD | ESRB RATING: TEEN

HOSHIGAMI

Building a better strategy RPG on PlayStation is difficult with games like *Final Fantasy Tactics* and *Tactics Ogre* to measure up to. This might explain why so many of them adhere to the same rules: political intrigue in the Middle Ages, incredibly complex "systems," and a huge parade of tongue-twisting names.

While it doesn't necessarily break free from the tried and true strategy RPG cliches, Atlus' splendid *Hoshigami: Ruining Blue Earth* introduces a lot of interesting elements into the genre, while refining much of what makes them so good in the first place.

Hoshigami starts small by introducing players to a young mercenary named Fazz. On a routine mission from the king, he soon discovers that what seems to be merely one nation attempting to overtake another is simply a ruse for something much darker.

But it's *Hoshigami*'s gameplay that will really give fans a reason to press through its 40+ missions. With an innovative "RAP gauge" system, and a magic skill structure utilizing "Coinfeigms", there's plenty to learn and use in the game.

The Coinfeigm system enables players to equip different elemental coins on each character in order to cast spells. The RAP gauge/Session Attack feature enables players to set up an elaborate layout of characters on a battlefield in order to pull off a huge, multi-part attack.

Time consuming, but ultimately rewarding, this battle engine is enough to keep players coming back for more.

► **Francesca Reyes**

▲ The RAP gauge and Session Attack features keep *Hoshigami* challenging and interesting.

PSM FINAL SCORE 8/10 — VERY GOOD
This strategy RPG's refreshing battle system and impressive array of features separate it from the rest of the pack.
PSM MUST-BUY

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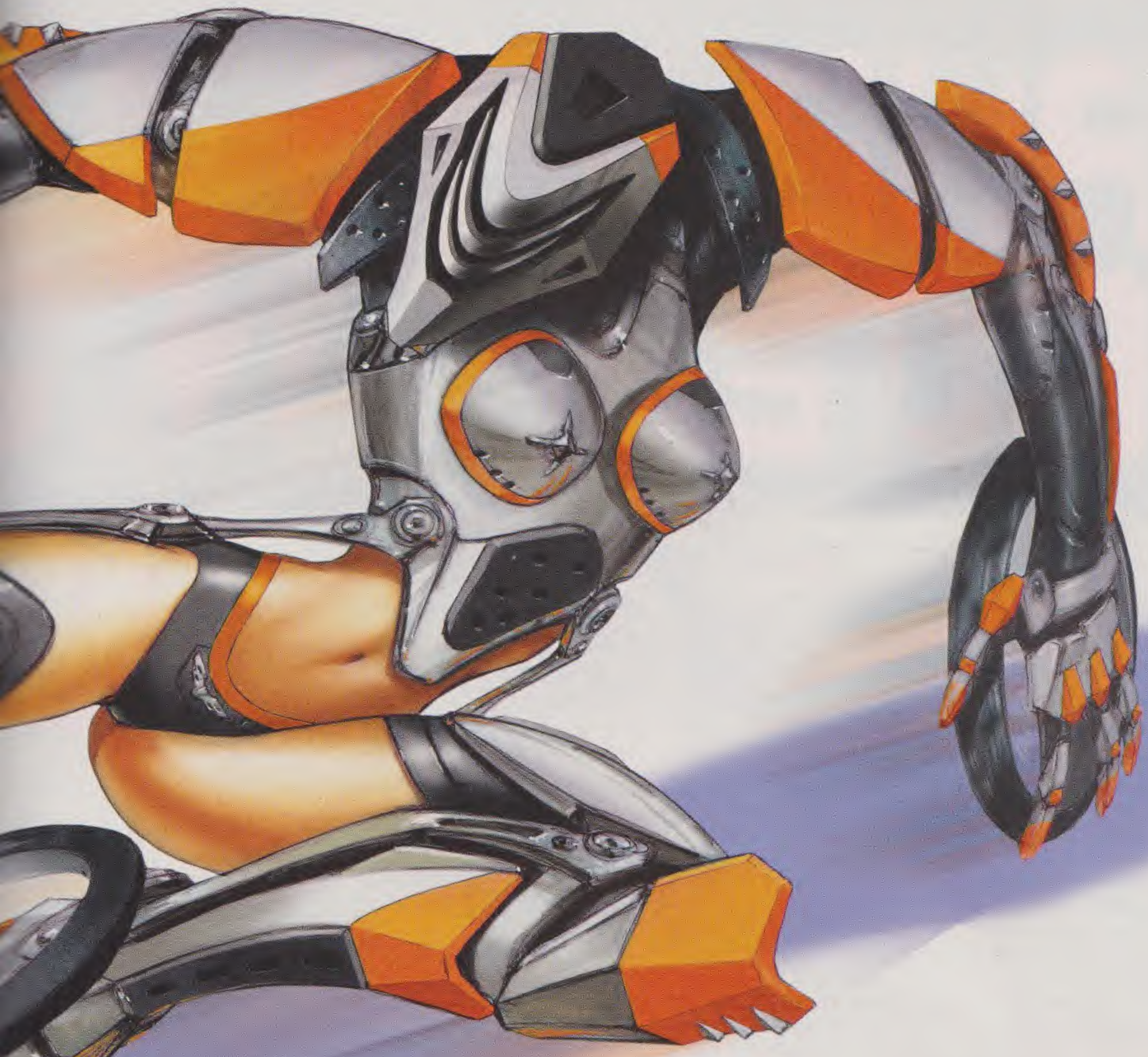

0 TO 60 IN 36-24-36

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

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PS2 2002 PR

► *Final Fantasy X* is the first blockbuster PlayStation 2 release of 2002. Are we already seeing the best game of the new year? According to industry experts, we ain't seen nothin' yet.

The new year is finally here, and it could very well be the best year ever for videogames!

EVIEW

Where do we go from here? Can PS2 top its amazing Holiday 2001 lineup? And when will Sony finally take PS2 online? If you're like us, you've got a lot of questions about what's in store for the new year. You've finally got your hands on must-haves like *Metal Gear Solid 2* — what's next?

To find out, we went straight to the top game designers and publishers — who would know better than the pros? So read on, as we fast-forward into the future...

1. What is PS2 doing right, and what is it doing wrong? Has it met your expectations?

ACTIVISION (Larry Goldberg): What it's doing right is putting out great games. In particular, the latest round of titles for the PS2 has been awesome! *Devil May Cry, GTA 3, Metal Gear Solid 2*, and of course, *Tony Hawk's Pro Skater 3* and *Shaun Palmer's Pro Snowboarder*. The PS2 definitely has met my expectations.

CAPCOM (Bill Gardner): Yes, it has met my expectations. What Sony is doing right is that they're keeping a level playing field. They're attracting high-quality third-party sales. The only thing they may be doing wrong in the U.S. is that they had an opportunity to drop the price and they didn't. To me, if they really wanted to lock in the market, they could've dropped the price and it would've been very tough to compete based on Sony's strength.

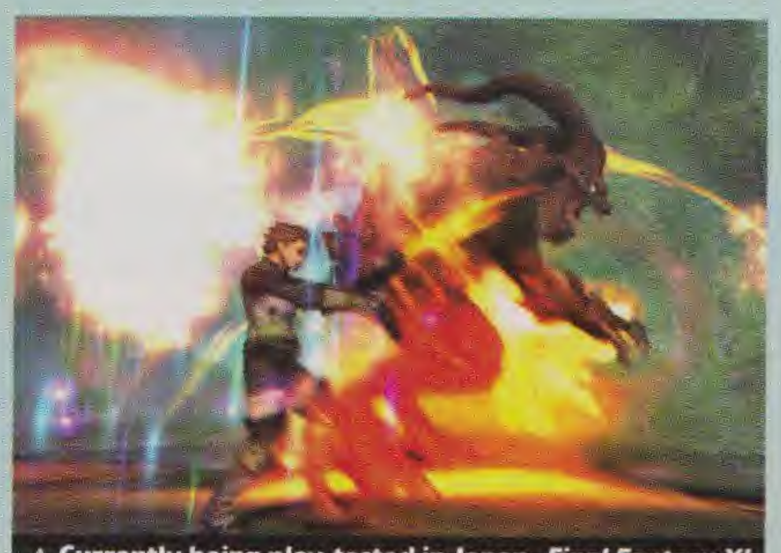
EA (Bing Gordon): Yes! Consumer interest in games is at an all time high. PS2 accounts for a huge portion of sales, and there is a very strong line-up of PS2 games for Christmas 2001. Sony has built a strong PlayStation brand name. The PS2's custom chipset will enable several more generations of software engine upgrades. And Sony has generated deep interest among the third-party software development community.

INFOGRAMES (Jason Bell): They are not doing anything wrong. With sales so far ahead of historical PS rates, and the first million sellers already on the books, Sony should be proud of its sell-through and product strategy.

KONAMI (Kazumi Kitaue): I think that PS2 is doing fairly well. In the beginning, due to the compatibility between PS2 and PSone, introduction of PS2 titles was quite slow. Now I feel that the market is moving forward. I expect Sony to realize online capability as soon as possible, so that new ways of entertainment can be introduced.

LUCASARTS (Simon Jeffery): It's hard to identify anything that Sony is doing wrong. Great games are coming to market, people are buying the hardware, and they reduced the pricepoint in Europe to stimulate sales. It's all good.

SEGA (Charles Bellfield): Sony has continued to build momentum since PS2's launch in the North American market. Making it a viable platform for third-party publishers to come to with great content — you can't deny that is something they have been doing extremely well in 2001. Admittedly, *(pg. 48 ▶)*



▲ Currently being play-tested in Japan, *Final Fantasy XI* and Square's PlayOnline loom large over PS2 in 2002.

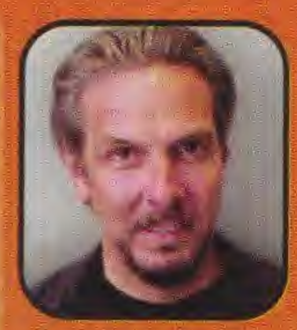
OUR PANEL OF INDUSTRY EXPERTS

These guys represent the majority of the biggest PlayStation and PS2 game developers. Who would know better than these guys what will happen in the year ahead? They are (listed in alphabetical order by company):

ACTIVISION
Larry Goldberg
Executive VP, Worldwide Studios

CAPCOM
Bill Gardner
President/CEO, Capcom North America

EA
Bing Gordon
Executive VP/ Chief Creative Officer



INFOGRAMES
Jason Bell
Senior VP- Creative Development

KONAMI
Kazumi Kitaue
Corporate Officer/ Managing Director, Consumer Software Div.

LUCASARTS
Simon Jeffery
President

SEGA
Charles Bellfield
VP of Strategic Planning and Corporate Affairs

THQ
Brian Ferrell
President/CEO

▶ if you look at Sony's first-party games, the relative scarcity of truly great titles has given us and other third-parties an opportunity to step in. But when you combine the first- and third-party games on PS2, the title lineup is extremely strong. Everything this year looks on track for PS2 to build its market-share and provide the software to make it a major platform.

THQ (Brian Farrell): Sony's timing in launching the PS2 was excellent. They were out a full year ahead of Nintendo and Microsoft and this, combined with their PSone leadership position, has given them strong momentum. Also, a consumer would be hard pressed to ignore the strong lineup of games available in every category for the PS2.

2. What would it take for PS2 to lose its top spot? Where are the chinks in Sony's armor?

ACTIVISION: Once again, it's about the games. If the games for other platforms are superior, then the PS2 could falter. Sony's internally developed titles will need to be an important part of their system's continued success.

CAPCOM: Sony has a 12-month lead and I don't foresee anybody being able to ship and sell as much as Sony in a short term. It will take a lot of good third-party software and aggressive marketing to knock Sony off. I'm not sure anyone can do that, but we will see.

EA: The riskiest time for any change is the first year of any new generation of hardware. It will be interesting to see who is first to market with the PS3 class of game system.

INFOGRAMES: Gamecube may shorten the gap over time — simply because of the strength of its franchises and the lower price point — but it's hard to imagine a scenario where PS2 will fall behind anytime soon. PS2's only fault is its lack of onboard multiplayer support, but that will not become a factor until after the next year or so.

KONAMI: If they belittle the importance of software and focus on hardware functions, they might lose the interest of users.

LUCASARTS: I don't want to guess as to which first party will win the "hardware wars" — but at the end of the day, it's all about the games.

SEGA: Sony would need to allow one of the other consoles to take the type of leadership they established with the original PlayStation. In terms of will that happen or not, that is the $64,000 question. For Sega, PS2 gives us its installed base, but it has its challenges: the technology of PS2 is difficult to develop for, it has significant development costs and takes considerable time. Also, Network capabilities and content and local hard disk storage are things they need to address going forward, as Sony continues to pursue the world of network entertainment and integrating digital convergence. What we would like to see from Sony is more action, rather than just words.

THQ: I think I saw Sony CEA COO Kaz Hirai quoted recently as saying that you can't buy loyalty in this business, that consumers are very fickle. I think that's very true, and the fact that Kaz knows this indicates that Sony isn't going to rest on its laurels. For Sony to lose its top spot, it would require a dramatic shift in developer support that would swing the balance of "must have" games away from PS2 to one of the other platforms. (pg. 50 ▶)

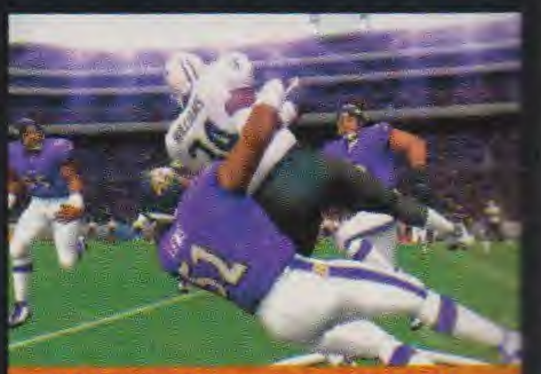
"It will take a lot of good third-party software and aggressive marketing to knock Sony off. I'm not sure anyone can do that, but we will see" —BILL GARDNER, CAPCOM

FOCUS: MAJOR PLAYERS IN 2002

GREG THOMAS
President, Visual Concepts

With *NFL 2K2*, VC had 6 months to learn PS2's architecture, and the results were top-notch. Is PS2 really *that* hard to develop for?

Actually, we developed *NFL2K2* from start to finish in 5 1/2 months, an insane timeframe. It's a testament to the talent of the entire *NFL* team at VC. PS2 development was very difficult at the beginning, but once we figured out its nuances, it was much easier. In the final game, I believe we're drawing more out of the system than any other PS2 game released so far. PS2 is a nice piece of hardware.



▲ VCs' *NFL 2K2* earned a PSM 9/10 with only 5 1/2 months development.

Are next year's VC games going to be online on PS2? After success with Dreamcast online, what are PS2's major humps to get over?

We pioneered console online gaming with *NFL 2K1* and *NBA 2K1*, and we believe in online. At this point it depends on Sony's stance. It will be much easier if we can do everything ourselves like on Dreamcast. But if Sony wants us to use their tools, it will take longer. We look forward to getting all of our games online down the road. It's special to play against someone far away and have the control of a normal two-player game.

Each VC game shows tremendous improvement over the last. Can sports games keep this up, or will game-makers hit "the wall"?

We work very hard at VC. We have a lot of passion for making the best sports games we can. It's not like we just decide every year to "re-do" this and that, or to only add or edit things that we feel need them. Our goal is to make the best sports games ever, and that requires a constant, consistent re-thinking of everything from the biggest things to the tiniest details. I believe we'll keep this up until we've really hit it perfectly. And I don't see us feeling like anything is perfect — we're just not like that.

What is your dream game, and why haven't you made it?

That's a difficult question. I don't have one dream game, more like ten. So many types of games, so little time!

FOCUS: MAJOR PLAYERS IN 2002

YU SUZUKI
Game Designer, Sega/AM2

The arcade business is on a downturn. Do you think more talented arcade game-makers will be shifting to console development in 2002?

I suppose it can't be avoided. However, creators who are still attracted by arcade machines (like myself) will continue to develop arcade titles. Only the ratio of consumer games to arcade titles developed will change. We shouldn't put an end to arcade games.

You've produced and directed both *Shenmue* and *Virtua Fighter*. What type of game do you think has greater appeal to game-players?

The games that are loved for many years depend on the user-friendly operating system, as well as the psychological views humans have towards the gameplay. In the case of *Virtua Fighter*, we've covered a fighting instinct that males basically have, and deepened human communication that games originally encompass. As for *Shenmue*, we used movie-like techniques to convey love, courage and friendship to players in an easy-to-understand way.

How do you think fighting games will need to change or evolve to stay popular years from now?

There is a way of maintaining the same style, but I don't think it's enough. Unless you make new challenges and pursue new game elements, the market will not be extended. From the perspective of users, it seems there's nothing left in the genre that has not been done. But compared to fighting movies, many expressions have not yet been utilized in games. Compared to actual kung fu, a lot remains to be expressed.

What is your dream game, and why haven't you made it?

There is a strong tendency for "media mix." By getting involved in projects with people from different media, there is a base for new game genres. I've considered cooperative development with people from Hollywood. I've had this idea for years, but because game platforms had not reached the power to convey expression with satisfying quality, we could not start on a project of this scope. With Dreamcast it was possible to develop this kind of game (i.e. *Shenmue*). With highly expressive platforms like PS2, GameCube, Xbox, etc., there are more possibilities.

▲ One of the first shots of the arcade-perfect *VF4* running on PS2.

GOLD RUSH

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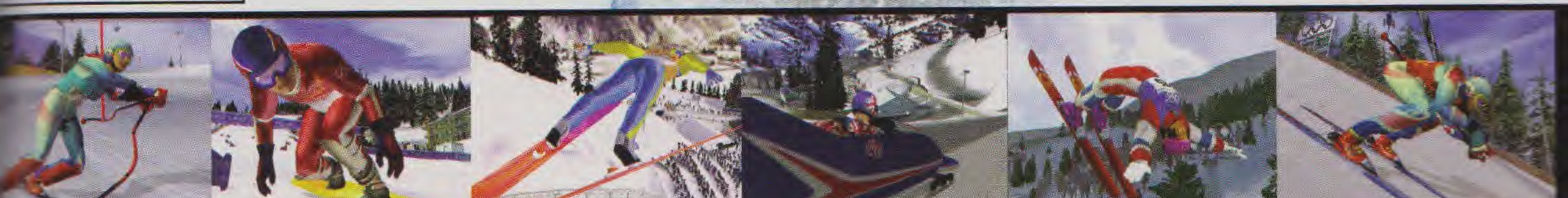

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"If you don't start making (online games) now, then you'll be left out in the cold" —LARRY GOLDBERG, ACTIVISION

We all know that Nintendo has a great software heritage and they'll have those franchises on Gamecube, and Microsoft is working hard to have its Xbox exclusives. So, the goals are really the same as always in the "hardware wars" — to have great, proprietary software to drive demand for your hardware.

3. Will widely supported online gaming happen this generation, or will PS2 end up testing the waters for a true online rollout on PS3?

ACTIVISION: I don't believe that console online gaming will be widely supported until it's really easy to access, and I think we still have a ways to go before we reach mass acceptance. But, if you don't start making these types of games now, then you'll be left out in the cold when the market is fully developed.

CAPCOM: It is my belief that the system most poised for online gaming is the Xbox. That being said, I don't really see online gaming taking off in the near future. So far this area has been very disappointing to publishers. It is very difficult to convince the average consumer that they *need* to put another phone line in next to the TV just to play games. It's not impossible, just incredibly difficult.

EA: There have been very few major upgrade features added after the launch of a game machine. I think console online gaming will have to wait for the PS3.

INFOGRAMES: The latter. I expect that Sony knows that the online peripherals will have a less than adequate tie-ratio to the box. That said, Sony will certainly be moving toward a strong online strategy before PS3 debuts in the market.

KONAMI: It is a difficult question... I think that online infrastructure and online business models will not ▶ be fully established until PS3. We are now in the experimental stage with PS2, as it can not be realized overnight.

LUCASARTS: We have to remember that there will be no console online gaming revolution until broadband access is commonly and affordably available to a large proportion of the market. That isn't likely to be so in the near-term future, outside certain geographical pockets of North America. The PS2 is not an online machine.

SEGA: Technically, can PS2 be utilized for online content and can developers deliver that in 2002? Absolutely. The Network Adapter and Hard Disk Drive, and the modular approach for PS2 here in the U.S., make the system suitable for online gaming. Secondly, does the consumer want to participate in online content? The success of games like *Ultima Online*, *EverQuest*, and *Asheron's Call* in the PC market clearly demonstrates that gamers playing against each other is a compelling activity.

Great content can deliver an installed base on a platform that has longevity. It will sell. It's not about adding online elements to an already established game or franchise, it's about utilizing online technology to develop and evolve gameplay. That's where the likes of *PSO* and *Ultima* and *EverQuest* come from. Of course, everything depends on whether or not Sony can sell its online peripherals.

I think it will be rewarding for a PS2 consumer to go online and play a great game. It's when that type of content goes mainstream that online gameplay will be adopted by the mass market. Will it be PS2 or PS3 that will *(pg. 52 ▶)*

FOCUS: MAJOR PLAYERS IN 2002

STEVE RECHTSCHAFFNER

Executive Producer, EA Canada

What core concepts of the BIG brand have made it so successful?

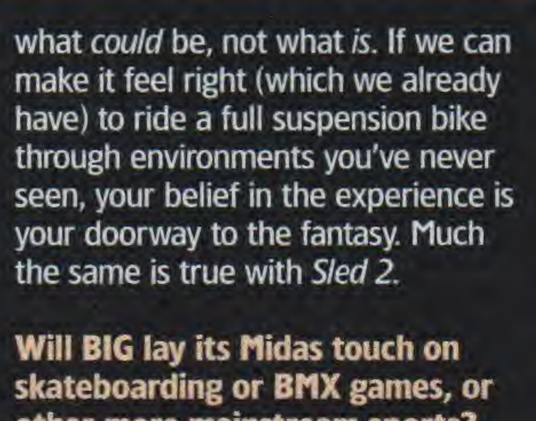
I think fun and style lie at the heart of our games. Why cop someone else's style? People appreciate originality and have a nose for a fake. The fun of our games comes from doing several fun things within the context of one run or level. Another aspect of *SSX* and *Tricky* is the "holy sh*t" factor. Through an evolving design process, we set out to create key moments that make the user stop and think "holy sh*t, that was cool."

Can BIG do for mountain biking, sleds, and motocross what it did for snowboarding and hoops?

The stuff people do on mountain bikes today, matched with the places that they do them, is great inspiration. That said, I'm sure somebody will do the "let's exploit the cool mountain bike scene" game. That's not what we're building. We are challenged by what *could* be, not what *is*. If we can make it feel right (which we already have) to ride a full suspension bike through environments you've never seen, your belief in the experience is your doorway to the fantasy. Much the same is true with *Sled 2*.

Will BIG lay its Midas touch on skateboarding or BMX games, or other more mainstream sports?

What motivates us towards making an original title is the opportunity to deliver a fun gameplay experience. We have ideas for upcoming games, but need to be convinced ourselves that there's a great, hopefully simple gameplay experience at the heart of it. I don't have any sort of checklist that will drive our teams through each of the so-called "extreme sports."



▲ EA Canada's "holy sh*t" factor at work in this holiday's *SSX Tricky*.

FOCUS: MAJOR PLAYERS IN 2002

WARREN SPECTOR

Game Designer, Ion Storm

Many great games come to the PC first and then get ported to PS2. What would make PS2 a better platform to debut major games?

I don't think anything has to change, particularly, to get more great games debuting on PS2 — plenty already do! The problem, from a long-time PC developer's perspective, is the nature of the hardware. Until PS2, there literally weren't any consoles capable of supporting the kinds of games the folks in this studio like to make. Now that console hardware is competitive with the PC, you'll see plenty of PC developers turn their attention to consoles. We'll have to get used to less RAM, which limits the size and scope of our maps and missions, as well as the lack of a standard hard drive. But we'll surmount those. The perspective in this studio for the last couple years has been that our ideas about what makes great gameplay aren't driven by platform at all. Gameplay is gameplay, and the arbitrary distinction between PC and console gamers is artificial.

What components of videogames will see the biggest leaps in the near future? Where have game designers come up short?

Game designers, on ALL platforms, have come up short in the area of innovation and originality. So many games seem like retreads of last year's Big Hit with prettier pictures and better sound... We're working in this incredible medium, still struggling to figure out what we're capable of achieving, and we settle for that? That's just sad. There are only a few games each year that seem genuinely new and fresh. We need more. There are only a few developers who seem interested in or capable of taking real risks — Miyamoto, Will Wright, a handful of others. There's room for improvement in the graphics and sound arenas — we're not done there by a long shot. But the big advances aren't going to come from technology. Design is the next frontier of gaming.

▲ The "immersive simulation" *Deus Ex* got Game of the Year awards on PC.

What is your dream game, and why haven't you made it?

I make "immersive simulations", which aren't quite RPGs or action or adventure games, but something unique. Most games I've worked on have tried to advance the state of the art in the immersive simulation field. So even if none of the games on my resume qualifies as my dream game, they've all been steps toward the realization of a larger dream. So, why not just go and make them? For one thing, a lot of "dream game" ideas (mine, at least) just aren't commercially viable. There's all sorts of wacky stuff I'd like to do that wouldn't sell a dozen copies. Also, some dreams have to wait until the hardware and software catch up. There are things we just can't do right now, particularly with AI, character interaction and so on. We're close, but not there yet.

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FOCUS: MAJOR PLAYERS IN 2002

MASAHIRO KIMOTO

Director, Namco

Years ago, fighting was the most popular genre. What would put fighting games back on top?

After *Street Fighter II*, fighting games have progressed only from 2D to a 3D environment. Basics like screen construction, movements, etc., haven't really changed. Some games introduced new factors like tag or power gauge, but fighting fans won't be interested unless a new factor drastically changes the genre. A new category may have to be established. I personally think it will be difficult to put fighting games back on top. In order to regain

▲ *T4* boasts interactive backgrounds and more free movement in 3D space.

that spot, three major points must be addressed. First, playability must be as free as possible. Second, the screen's visual freshness is vital; we must go beyond the current side-on viewpoint. Finally, fighting needs to offer rules any player will be satisfied with. We're preparing brand new fighting games now with exciting new features.

What is your dream game, and why haven't you made it?

My dream game is an online game that many players can enjoy at one time. But with current technology, we can't expect to offer "real-time playability."

"Now, almost two years later, Sony has failed to deliver any kind of consumer experience in the online world" *—CHARLES BELLFIELD, SEGA OF AMERICA*

▶ allow that to happen? It depends on whether or not Sony can clearly market that new type of gameplay experience to the consumer.

THQ: We're not anticipating that online gaming on a console will happen in any meaningful, mass market way during this cycle. We may see Sony test the waters, but at this point, more information from Sony is needed on its plans.

4. Broadband connectivity, episodic gaming, user-created content — when are these PS2 buzzwords finally going to become a reality? When will the PS2 become the multimedia set-top box that Sony pitched it as?

ACTIVISION: Broadband connectivity is essential to the expansion of the PS2's capabilities beyond where it is today. We're getting there, but extensive broadband connectivity is still most likely a few years off. Once this is established, the key to getting widespread episodic gaming and user-created content will be to create an economic model that pushes the most successful developers and publishers in this direction.

▲ *Onimusha 2*, the sequel to Capcom's million-seller, is scheduled to release stateside in the spring.

CAPCOM: It already is. PS2 already plays movies and it already plays games, so in that sense it is a convergence machine. In Japan, the best selling PS2 software was *The Matrix*, a movie. As far as the other buzzwords that you are referring to, I don't know how many of us *want* or *need* these things. The PS2 buzzwords will become a reality when the consumer demands it — as of yet, they haven't.

EA: My kids watch DVDs and play games on their PS2. They don't know what "set top box" or "multimedia" means, but the PS2 is the richest entertainment center they've ever known.

INFOGRAMES: The sweetspot for broadband is projected between 2003 and 2004 at 20 to 30 million total users. I doubt it will happen before then. There are also huge issues with cable companies allowing Sony and Microsoft to usurp their set-top box monopolies. A lot of standardization and a lot of deals will have to happen before this starts to become seamless to the consumer. If it stays complex, it is by definition not mass-market-ready.

KONAMI: It isn't likely to happen with PS2; we have to wait for PS3.

LUCASARTS: These buzzwords are all distractions from the frontline gaming business model that the PS2 represents. Right now, people want to play great games that look and sound better than anything that's come before. In reality, only a small segment of Sony's user demographic are interested in these other things. The hardcore gamer will adopt and essentially "test" new applications for PS2 gaming, but we don't see any of the above becoming true mass market opportunities for quite some time.

SEGA: These buzzwords were first mentioned in relation to PS2 at the Games Developer Conference in March of 2000, and almost two years later, Sony has failed to deliver any consumer experience in the online world. It is hugely detrimental to the credibility of a product or a service. From the technical standpoint as a developer of online content, all of these buzzwords are very feasible and very realistic. Yes, Sony is prepared to invest in the Network Adapter and Hard Disk Drive peripherals and provide them to North American consumers. But they need to take the lead and aggressively sell this through to the U.S. market. Will that be next year? That's a question that only Sony can answer right now. ▶

WHAT DOES PSM HOPE TO SEE IN 2002?

CHRIS

Unlike everyone else here, I could personally do with or without major online gaming this year. It will eventually be really cool, but there's still so much that the PS2 can do with just the single-player experience. I really hope that Sega delivers on its promise to bring back its classic arcade and Genesis franchises (*Streets of Rage!)*. Mostly though, I want innovation. Now that the PS2 has established itself, I want to see titles that evolve beyond "pretty-looking PSone games". Go for it, guys!

STEVE

Along with the standard wish of even more innovation and originality on the PS2, I'd also really like to see online gaming take off. If Sega, Sony and AOL could just come together and develop a strategy that would be profitable for third-party developers, then there should be no reason why more online titles wouldn't be released. *Tony Hawk's Pro Skater 3* was a great start, but I'd like to see every major genre appear online in 2002. Online fighting games would be especially cool.

RANDY

Now that most developers have gotten a grasp on the technical capabilities of the PlayStation 2, I'm looking forward to seeing them exploit it in new ways. Not just visually — I'm talking about new play mechanics and game designs that just weren't possible in 2D or on first-generation 3D systems. Other than that, I'm eager to see more innovation in gaming, and with the likes of Sega (which has a solid track record in this regard) entering the fray, I don't think I'll be disappointed. I'd also like to see more monkeys.

TOKOYA

I have at least two big ones. First, I'm hoping that Sony can garner enough support for its online component to have a significant impact on gaming as we know it. Second, and more importantly, I would love to see Sega emerge as the number one third party, and finally gain the mass-market respect that they've always deserved as a game developer. With games like *VF4*, a *Panzer Dragoon* game, and various mainstream sports titles, along with many others yet to be announced, Sega's on its way.

TOMMY

Sony's luminous plans for PS2 seem to get more grandiose, while the implementation is always pushed back. I hope at least the rudiments of these network and convergence plans come to be this year, because the capability is there. PS2's third-party lineup of amazing second- and third-generation games in 2002 should be almost a given. And I have a feeling that Sony's got some big surprises for us up its sleeve, and the outside developers will probably throw us for a few loops, as well.

"Few games other than The Sims *franchise can prove that they are hitting new and mass-market audiences"* —JASON BELL, INFOGRAMES

▲ Still no word on when we can expect Sony Europe and Studio Liverpool's futuristic low-gravity racer *WipeOut Fusion* in North America, but it should ship in 2002.

5. With this new generation of hardware, graphics are reaching the point of diminishing returns. Many agree that fresh, innovative concepts are crucial to the future of the industry. What can be done to encourage innovation, and should game designers start to take more chances?

ACTIVISION: Compared to other forms of entertainment, the videogame industry is in its youth and there's so much room left for fresh concepts. This is one of the reasons why so many of us are in this business. Almost every good developer that I can think of wants to push the envelope when making their next game. If Activision thinks a new concept or feature sounds cool and will be embraced by gamers, then we'll definitely take the chance on it.

CAPCOM: Everyone has to understand that it costs us millions to produce a game. If we don't make money, we're not going to be in business. We need incentive for developers and publishers.

If the buying public wishes us to expand our development beyond current standards, then they will have to be ready to either pay more or buy more. With each new development in a game there is usually a heavy cost associated. These costs must be recouped somewhere or you're operating at a loss.

EA: I don't agree that graphics are reaching the point of diminishing returns. That's what people thought about *Madden 2001*, and then *Madden 2002* blew it away. Game designers take plenty of chances.

INFOGRAMES: It's not the game designers, it's the publishers. Few games other than the *Sims* franchise can prove that they are hitting new and mass-market audiences. Even EA doesn't know how to replicate this success, and few other publishers are flush enough yet to take a lot of large risks. The market remains predominantly a core gamer's market. EA.com and *Majestic's* failure will not help this situation — even though their mistakes are obvious and correctable.

KONAMI: Network will be the key. I think the fusion of game and communication will create a drastic evolution of the current games.

LUCASARTS: The industry is still young and vital compared to other forms of entertainment. I believe that we will continue to see innovation and creativity thrive in gaming.

SEGA: How many hours do we have to answer this?! With Dreamcast, Sega suffered the law of diminishing returns in terms of graphic performance. You could stack many PS2 games against Dreamcast titles and you couldn't see a real difference between the two. *(pg. 54 ▶)*

INSQ: We're not anticipating online gaming and broadband to make a major impact during this console cycle. So, many of these innovations that require broadband may shift out a few more years.

FOCUS: MAJOR PLAYERS IN 2002

KAZUNORI YAMAUCHI

Producer, Polyphony Digital /Sony CE

GT Concept resembles PC-style expansion packs. Is this a logical way to extend a console game's lifecycle?

We chose to develop *GT Concept* in a very short time, because there were so many great cars at the Tokyo Motor

▲ What's next for *Gran Turismo?*

Show this year. This doesn't mean *GT* is headed in this direction. The next in the *GT* series will have the latest technology, and we hope it will be a great step forward in improving the series.

Nothing pushes PS2 hardware like *GT3*. Can *GT* run as smoothly online?

With a network version of *Gran Turismo*, there is too much to talk about. One thing for sure is that we will study the available infrastructure, realize the problems of online racing games, and we'll come up with a technological solution.

Long ago you mentioned your interest in a simulation of the human body. Are you still interested in this project?

We've been working continuously on the physics model for human animation since we started to develop the physics for cars in *Gran Turismo*. Hopefully we'll be able to show you the study's results one day.

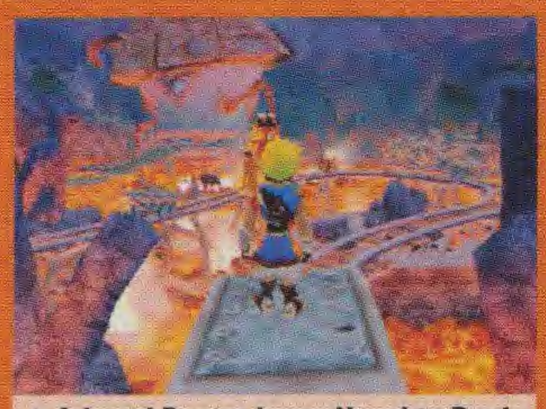
FOCUS: MAJOR PLAYERS IN 2002

JASON RUBIN

Co-Founder Naughty Dog

***Jak and Daxter* is a true second generation game. Is there still more to explore in the hardware?**

Yes, there is quite a bit more that PS2 can do. Just as we progressed a great deal from *Crash1* to *CTR*, we will see at least as large, if not larger, increase in the abilities of PS2. I'm sure there are things we don't see as possible now that we will accomplish three years from now on the same hardware. People tend to think of hardware like a glass that gets filled, but in reality, it is a glass that keeps growing in size. So, what may fill the glass today will fill only part of the bigger glass tomorrow. Third-generation games will look cleaner with much more detailed interactions and environments. Advances will help both gameplay and appearances.



▲ Jak and Daxter brave Naughty Dog's fantasy world without load times.

ND developed technology for *Jak and Daxter*. Since ND is part of Sony, will we see that technology show up in other first-party games?

ND is already sharing technology with other teams, but we can't discuss these projects Other Sony departments are sharing technology with Naughty Dog. This is why future games will get better.

With *J&D* out the door, will Naughty Dog be a "one game at a time" studio, or will it work on multiple flagship Sony games at once?

Currently we have no plans to extend beyond one title at a time.

What is your dream game, and why haven't you made it?

During *Crash1, 2 & 3*, *Jak & Daxter* was our dream game. We had already discussed a lot of the elements of *J&D* in those days, but the PSone could not handle it. Of course, now that we have the capabilities to do *J&D*, we have dreams of games that we will end up doing some time in the future.

"Like Nintendo says, making a game so that anyone can play is important" —KAZUMI KITAUE, KONAMI

▶ It became very clear that the consumers wanted more than just great graphics in their games.

Innovation has always been the driving force in this industry. As we go forward, the potential of network content will create the opportunity and the ability to reach the next threshold in developing great gameplay experiences. For that to happen, we developers must take chances and embrace the new opportunities that the three platform companies will provide for us, and then produce great content.

Look back and compare the risk of driving innovation versus the sure-fire commercial formula of just copying somebody else. Only those companies that have continuously reinvented their content are still surviving today. The companies that have always delivered know the consumer and understand content creation and innovation, and only those companies will survive and grow stronger in the future.

THQ: As our industry has reached the point where it is on par with the Hollywood box office, it's interesting to note that some of the same critiques are used on both forms of entertainment. We hear a lot about Hollywood studios churning out sequels and formula-driven action movies because that's what's proven to be successful. Then, some inexpensive film comes along and strikes a chord and generates a huge buzz — and huge profits. And then people say, "we should do something like that."

The games industry is similar in many respects. Publishers need to recoup their investments, so very often, they follow proven concepts. But that's not to say that there isn't a ton of innovation going on. The incentive to innovative is really built in already — it translates to more sales. But the thing to keep in mind is that innovation purely for innovation's sake isn't the goal — it sill has to meet some consumer desire to play that kind of game.

6. In the year ahead, what must be done to bring more non-gamers into the fold? What's holding them back?

ACTIVISION: I don't think anything is holding people back from playing games. This business is as healthy as it's ever been, and the breadth of products being offered to the public is greater than ever. Is there any doubt that there will be more people playing videogames in five years than there are today?

CAPCOM: In a nutshell, content. If we're not making games that general consumers are interested in, they won't be there. It is imperative that the industry keep pushing the envelope and developing compelling content in a variety of areas.

We must work to attract others to our market. For instance, the industry has done a poor job in attracting women. We must look at what compels women to play a game and make a suitable game. Again, if the content isn't compelling, then they won't buy it.

EA: Gaming is now an entertainment standard for people under 25. We lose people as they get to middle age, but so does the movie business. We are less successful to female customers, but novels are less successful to male customers. Gaming will keep growing until today's 25 year-olds are 100.

INFOGRAMES: Games must become less complex, reward players in the first five minutes, tie in familiar franchises, and market to casual or non-gamers.

KONAMI: Games and communication software that you can play easily are necessary to attract them. As Nintendo always says, making a game so that anyone can play is important — a game that users can play without reading the manual.

LUCASARTS: Now that audio and visual qualities are at a level that can achieve true empathy with a mass market, the biggest barrier to market expansion is likely to be affordability. Gaming is becoming more socially-acceptable — it doesn't have the "nerdy" image that it used to. However, the mass market will not truly adopt gaming as a legitimate pastime until they feel better about general affordability.

SEGA: If you look at the industry software and hardware market year-to-date, sales are *(pg. 56 ▶)*

FOCUS: MAJOR PLAYERS IN 2002

DAVID SILLER

Producer, Capcom

PSM: How does 3D change the precision control and accessible gameplay that made 2D games addictive?

2D games had either side or overhead views, making the design linear and easier to orchestrate strong gameplay elements. With 3D and totally polygonal environments players are allowed to move in any direction with complete freedom, so designers face more difficulties in properly executing solid gameplay elements. Since the *Maximo* team is made of experienced and talented developers, we were able to achieve cleverly placed gameplay functionality. Gamers will love this one!

What other classics do you think should be remade on the PlayStation 2?

Another classic that I've always loved is Capcom's *Bionic Commando*. A well executed 3D version could employ *Bionic Commando*'s telescoping arm in many clever ways. Of course, this is just a pipe dream. But maybe someday...

▲ ***Maximo*** **proves the sensibilities of classic gameplay can live on in 3D.**

Is Maximo's charm lost on PS2's library, which is so full of more mature, realistic and frenetic action games?

Variety, as they say, is the spice of life. However, my goal is to capture the essence of great gameplay with strong visuals. My main focus is to create games that embody intense gameplay. Once I have achieved the gameplay that adheres to my strictest criteria, I then to work to ensure the rest of the design meets a high standard including impressive visuals, the latest technology and a captivating sound scheme.

What is your dream game, and why haven't you made it?

When the great Alfred Hitchcock was asked the same question, his answer was "My next one..."

FOCUS: MAJOR PLAYERS IN 2002

DAVID JAFFE

Producer, Sony/Incog Studios

Will users take advantage of the Hard Disk with map and character editors?

If an editor is compelling and easy to use, it becomes part of the game. Game customization will seep into the console world. With the modem and HDD you can share your work with the world and download new level pieces and textures to use in your creations. But I'd rather have development teams giving gamers more gameplay.

How do game developers view downloadable "episodes" or expansion discs? Will gamers embrace them?

Downloading new aspects of your game is very cool. Especially in multiplayer. I'd love players to be able to get new cars, weapons, and levels for *Twisted Metal*... that would be great. Now that we've seen what works with *TMB*, we can tailor new levels with those lessons in mind. As for episodic content, It's a cool sounding idea but personally, it just doesn't gel with the way I play games. I like to buy a game, get immersed for a week or so, and then move on. If I have to wait a month between levels, I think the momentum gets broken. I like paying my $50 bucks and getting 10-30 hours of play right off the bat.

What is your dream game and why haven't you made it?

I made it — it was called *Twisted Metal: Black*. I have a new dream game, which is what I'm designing right now. I can't make my *ultra* dream game since the technology doesn't exist yet: Something like the Holodeck on *Star Trek*. I won't live to see that, but we're seeing the seeds of it in games like *Deus Ex*.

▲ **The dark atmosphere of *Twisted Metal: Black* reinvigorated car combat.**

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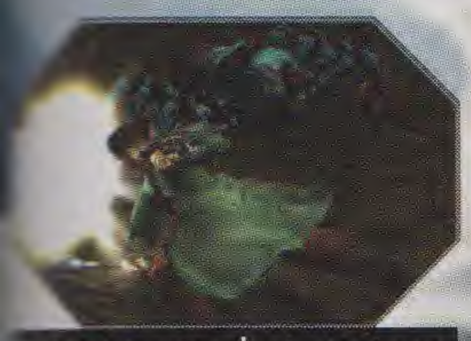

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Violence

PlayStation 2

RPG

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FOCUS: MAJOR PLAYERS IN 2002

SHINJI MIKAMI

Director/Producer, Capcom

PSM: All right, let's get this out of the way: Why Gamecube, and not PS2, as the exclusive home for the *Resident Evil* series for the next few years?

It was a very difficult decision. Each system has unique features and each system is capable of delivering top-notch games. The reason why we chose to make the series exclusive for Gamecube is that Nintendo's philosophy most closely matches my vision for the *Resident Evil* series.

From recent interviews, we know that you are interested in online games. How might PS2's online capability change the premise and gameplay behind the games you'll decide to make in the future?

Well, I think that someday I would like to create a very dynamic strategy game. I'm thinking about something like thousands of Japanese warriors battling each other online at one time. Wouldn't that be fun?

With its superb control and great sense of action, *Devil May Cry* was one of the great surprises of 2001. Can PS2 owners anticipate a sequel, and what would you change and build upon in the next iteration?

I can't really talk about it right now, but I can say that the future looks very good for Capcom.

What is your dream game, and why haven't you made it?

A horror game with a mystic and supernatural theme. Why haven't I made it yet? Maybe I will someday.

▶ **Will Dante return for another go in 2002? Signs point to "yes."**

▶ coming in at around a 10-15 percent increase over every prior year. The market is expanding. Don't forget that every year there is a stream of at least another five million 5- to 10-year-olds coming into the market in North America. At the same time, consumers who were playing games ten years ago at 16 are only 26 today. Games such as sports titles and those with multiplayer content, which particularly skew towards older demographics, will continue to keep that audience hooked to their videogame consoles. But content will allow the market to grow as developers and publishers embrace some of the new technological opportunities.

THQ: We're at the very beginning of a new hardware cycle and we're only beginning to get past the early adopters on PS2 — we're only scratching the surface. It's natural that game companies focus on hardcore gamers because they are the ones who've bought the new systems. But as you look out to 2002, I think you'll see some innovative, mass-market products that will bring in non-gamers.

7. Looking back years from now, what will have been gaming's "big story" in 2002?

ACTIVISION: The full roll-out of two major new hardware platforms: Xbox and GameCube. Also, more games following in *Tony Hawk 3's* footsteps and going online.

CAPCOM: I think there's a good chance we'll see a decrease in PC gaming. There's not enough profit in it for developers or retailers. With game consoles at a lower price and console software being the most profitable side of the business, developers will continue to put their primary focus in this arena.

EA: 2002 is the year of the real battle between PlayStation 2, GameCube and Xbox.

INFOGRAMES: The industry will once and for all eclipse Hollywood in total revenue. Also, gaming will largely defeat its negative image in the general public's mind. Finally, *Star Wars Galaxies* and *The Sims Online* will achieve huge (400K+) subscriber rolls in record time.

KONAMI: It will be a big turning point — it could be the start of a big change. *(pg. 58 ▶)*

"(In 2002) the industry will once and for all eclipse Hollywood in total revenue. Also, gaming will largely defeat its negative image" ***—JASON BELL, INFOGRAMES***

PSM: OUR 2002 PREDICTIONS

The industry's top minds have had their say on 2002. Now PSM's got a few opinions of its own. By the end of the year we bet that the majority of these come true...

1. Sony drops the price of the PS2 to $129 by Christmas
Considering Sony's been making money off PS2 hardware since August 2001, and the price dropped in Japan and Europe, it's sensible that a few price cuts in the U.S. could occur in 2002. The PS2 was designed to be streamlined over time, to lower the price. Expect $200 in the first half of the year, and $149 or $129 by the holidays.

2. PSone will still get a steady flow of new titles
With an inevitable price drop to around $50, PSone will become a popular purchase for the young 'uns and those yet to embrace console gaming. Due to resurgent sales (and PSone's already huge installed base), developers will keep making budget games, with additional titles gracing PSone's Greatest Hits line.

3. Fighting games regain some of their popularity
With the release of *Virtua Fighter 4* and *Tekken 4* on PS2, fighting fans will have a console to call home. The release of *Mortal Kombat, Street Fighter 4*, and hopefully *Soul Calibur 2* will rekindle past glory.

4. Several unique PS2 peripherals will hit the market
These are packaged with exclusive PS2 games. For example, Sony is working on a secret title that uses a digital camera, *SOCOM* packs a special mono headset, *Police 911* uses a motion sensor, and *REZ* takes advantage of a feedback device called the Transvibrator. And look out for Essential Reality's P5 Glove.

5. Sony rolls out the online network, slowly
Sony's browser and network should launch by year's end, but the first apps are small downloadable add-ons and game demos, used mostly by the small contingency of the broadband-ready installed base that poneyed up for the HDD and Network Adapter. The delivery of episodic games and Sony's other entertainment assets won't happen in the next 12 months.

6. Some companies will buck past trend and strategies
With the demise of the arcade, Midway makes a console comeback with sleeper hits and updated arcade franchises. With more quality in-house studios, THQ broadens its game portfolio. 3DO tries to put more distance between it and the *Army Men* series. And long-time PC publishers target console markets.

7. SEGA bets heavy on Sony and the PlayStation 2
Sega will make big announcements for PS2 in the spring, and will be the most prolific publisher on PS2 in 2002, nearly displacing EA atop third-parties. Sega, and Square's PlayOnline, will ultimately help forge profitable online console gaming.

8. PS2 continues to lure third-parties, big games
PS2 has proven itself a success in North America with hundreds of games released by third-parties, who will be confident to bring out their big guns for the system next year. Largely uncontested in 2001, Sony's solid third-party relations ensures that PS2's lineup is still more prolific than other systems.

9. Games viewed increasingly as a legitimate art form
Games' highly stylized presentations and cinematic techniques will continue to attract more diverse audiences by incorporating pop culture and philosophical themes. We'll see more academic studies of games as an art medium. Games paired with hot movie, music, television and book properties will reach an all-time high. And don't be surprised if mature games are debated again by Congress and fuel a slew of new studies on their effects on gamers.

10. 2002 will be a record-setting year all around
2002 will be the most successful year in the history of videogames.

A Story Beyond Time.
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...Omen 2
...[Not Yet Rated]

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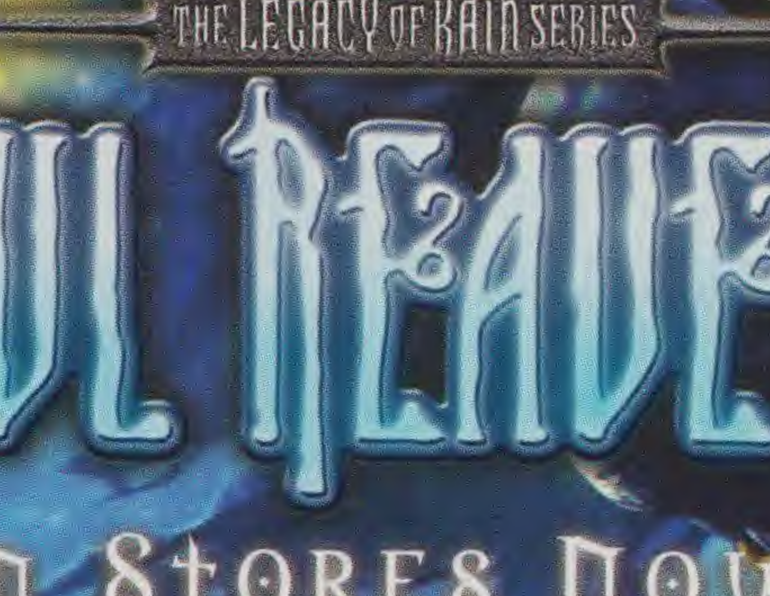

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PlayStation®2

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

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LUCASARTS: The battle of the hardware giants. But as I say, I'm making no predictions!

SEGA: "The battle." I don't mean *the "console wars," because we* have one of those about every five years. The real battle for 2002 is one of content — the *games*. It's about EA Sports versus Sega Sports, *Virtua Fighter 4* versus *Tekken 4* — the battle by which great content is brought to life.

THQ: As interesting as the "hardware wars" are during holiday 2001, the real battle takes place in 2002. How that ends up will be a great story. Also, there will be a ton of great games released in 2002. And finally, we may see the games business shatter some sales records.

LUCASARTS: Let's just say that we have a game or two coming out next year that will take considerable advantage of *Star Wars Episode II Attack of the Clones*...

SEGA: Sports, for sure. We haven't yet announced any games that will ship after E3 2002 in May. These games have not been unveiled, sneak-previewed, or even mentioned for the North American market. PS2 will very clearly be the largest potential market for our content in the fall and the holidays in 2002. I can say to you today that 50% of our games for 2002 will be on PS2. As for the titles themselves, Sega's strategy is to look at our catalog of more than a hundred titles and bring some of those franchises back to gamers today, utilizing the power of PS2. Secondly, our plan is to continue the innovation that other publishers won't bring because of lack of talent or imagination. As for any hints or surprises, look at some of the biggest franchises we developed in the early 90s, from Genesis and even into Saturn. We have a treasure trove of content there which has the potential to make it to PlayStation 2 in 2002. In order to meet Sega's strategy of being the biggest global publisher by 2003, we obviously need to bring out our big guns over the next two years. *VF4* and *NFL 2K2* are only the beginning. You ain't seen nothin' yet...

"Look at some of the biggest franchises we developed in the early 90s..." —CHARLES BELLFIELD, SEGA

8. Finally, what big PS2 titles do you have lined up?

ACTIVISION: Several new concepts, sequels to many of our most successful franchises, and games tied in with blockbuster movies.

CAPCOM: Keep the number "2" in mind... I'll leave it at that.

EA: *Harry Potter* and *MBX*, which combines the thrills of *SSX Tricky* with crazy downhill mountain biking. Also look for *The Sims*.

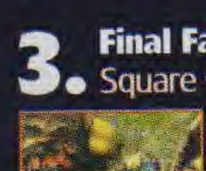
INFOGRAMES: *Superman, Test Drive* and *Terminator.*

KONAMI: We are always working hard to offer attractive surprises for users. So, please be patient and wait.

THQ: The *WWF SmackDown* series, *Britney Spears*, *Battle Bots*, and our kids' franchises. Also, watch our for our *Pride* game, which looks great.

GAMES TO WATCH FOR

1. Devil May Cry sequel
Capcom • Action • Release TBA



After the breakthrough success of the action-packed original, Capcom has major plans for this future franchise. Even better, the word that we're hearing is that the chances of it arriving in 2002 look good. Let's rock, baby!

2. Virtua Fighter 4
Sega • Fighting • February

Sega's supreme 3D fighter is poised to kick off the return of the great fighting game on PS2. Sega's biggest arcade franchise on a Sony system? We've still got to pinch ourselves every once and awhile just to believe it's true.

3. Final Fantasy XI
Square • RPG • Release TBA

The most popular RPG series finally goes completely on-line, in what has to be the biggest risk of 2002. Will we see console RPGs revolutionized, or will gamers miss the traditional *FF* they've grown to love?

4. Medal of Honor: Frontline
EA • Action • February

The previous versions were definitely the PSone's best first-person shooters. You can expect EA's first PS2 incarnation to feature even better sound, more interactivity, tougher AI, and even more beautiful graphics.

5. Maximo: Ghosts to Glory
Capcom • Action • January

Although Maximo is based on Capcom's classic *Ghouls and Ghosts* series, it sports some very welcome differences. Besides being in 3D, the gameplay looks much less frustrating and tedious than is typical of the series.

6. Kingdom Hearts
Square • RPG • Fall

Normally we'd immediately file a new Disney game under "kid's stuff", but we're stunned by what Square is doing with this title. Suddenly, we can't wait to see Squall fighting side-by-side with Donald Duck.

7. Onimusha 2
Capcom • Action • April

Capcom's first big PS2 title will get a sequel this spring. You can expect more crazy puzzles, tons of hacking, and even better graphics. The version shown at last fall's Tokyo Game Show looked impressive — especially the water.

8. Tomb Raider Next Generation
Eidos • Adventure • November

With an overhaul in the presentation, content and gameplay, Lara Croft should make her grand return to the console world around Thanksgiving. Will she return the series to its former glory? Her greatest challenge awaits.

9. Mortal Kombat V
Midway • Fighting • October

Back in the day, this series was all the rage at the arcades for fighting game fanatics. Will this newest sequel capture the magic the series once had, or perform a fatality on itself like *Special Forces* and *MK4* on PSone?

10. Tekken 4
Namco • Fighting • Summer

One of Sony's bread and butter series will still continue on PS2, thank goodness. Although it seems very similar to previous titles in the series, *Tekken 4* will now feature closed areas and greater 3D movement.

FOCUS: MAJOR PLAYERS IN 2002

JOEL JEWETT
President, Neversoft Entertainment

Why is it that *THPS3* was ready to work on PS2 online in late October, and plays without a hitch with third-party modems, while most every other PS2 online game got pushed back to 2002? What gives?

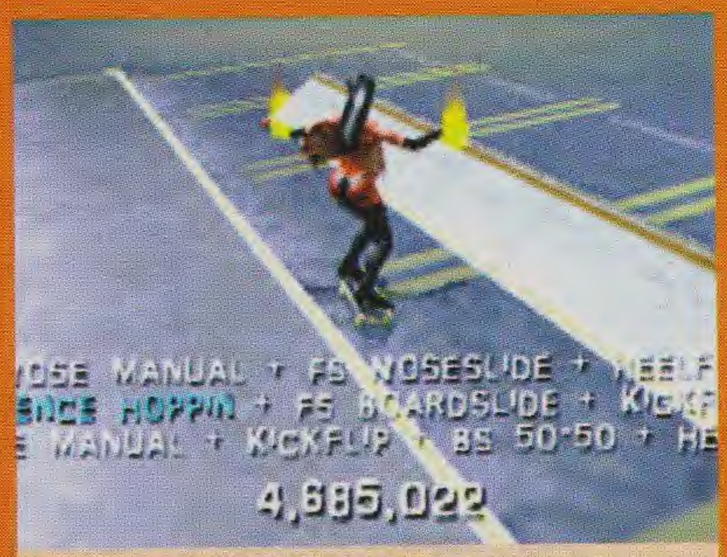
Well my friend, I am thinking you are asking that question to the wrong bunch of guys... our game is the one that *works*.

What are the chances that you'll be doing new PlayStation 2 projects other than another *Tony Hawk* title in the near future?

It took us a long time to gather together the 30 odd people that comprise the *THPS* team, and I don't anticipate another 30 or so talented people who know how to work together just popping up on the doorstep, so it could be awhile before we switch to something new.

What is your dream game, and why haven't you made it?

Hell... I worked on *Spider-Man* and *Tony Hawk's Pro Skater 1* through *3* in the last 3 years... I'm buried neck-deep in making my dream games every day. Surf in the morning, make dream games in the afternoon... you can't really beat that. But trust me, when I figure out something better you guys will know about it.



▲ **One of *THPS3's* hidden skaters, Demoness does a 4.6-million pointer.**

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TEEN
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CONTENT RATED BY ESRB

Mild Language
Violence

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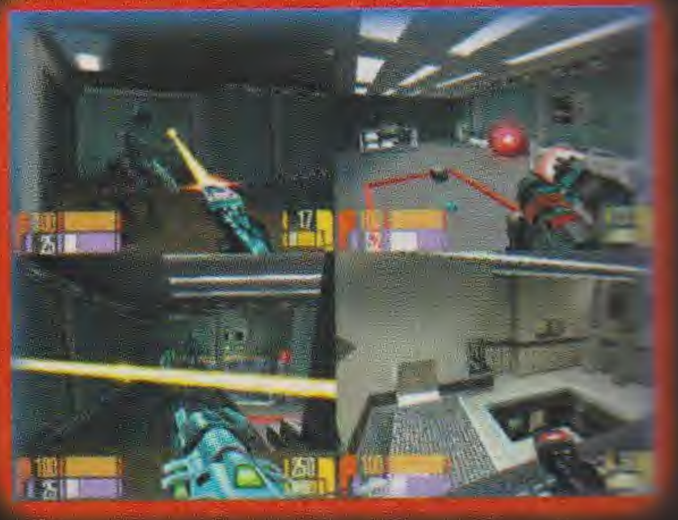

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PREVIEWS

Your first look at the hottest new games

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Max Payne

The PC hit makes its way over to the PS2 and we've got all the action on **pg. 64**

HOT GAMES

Don't waste a second; turn on over to these big games NOW!

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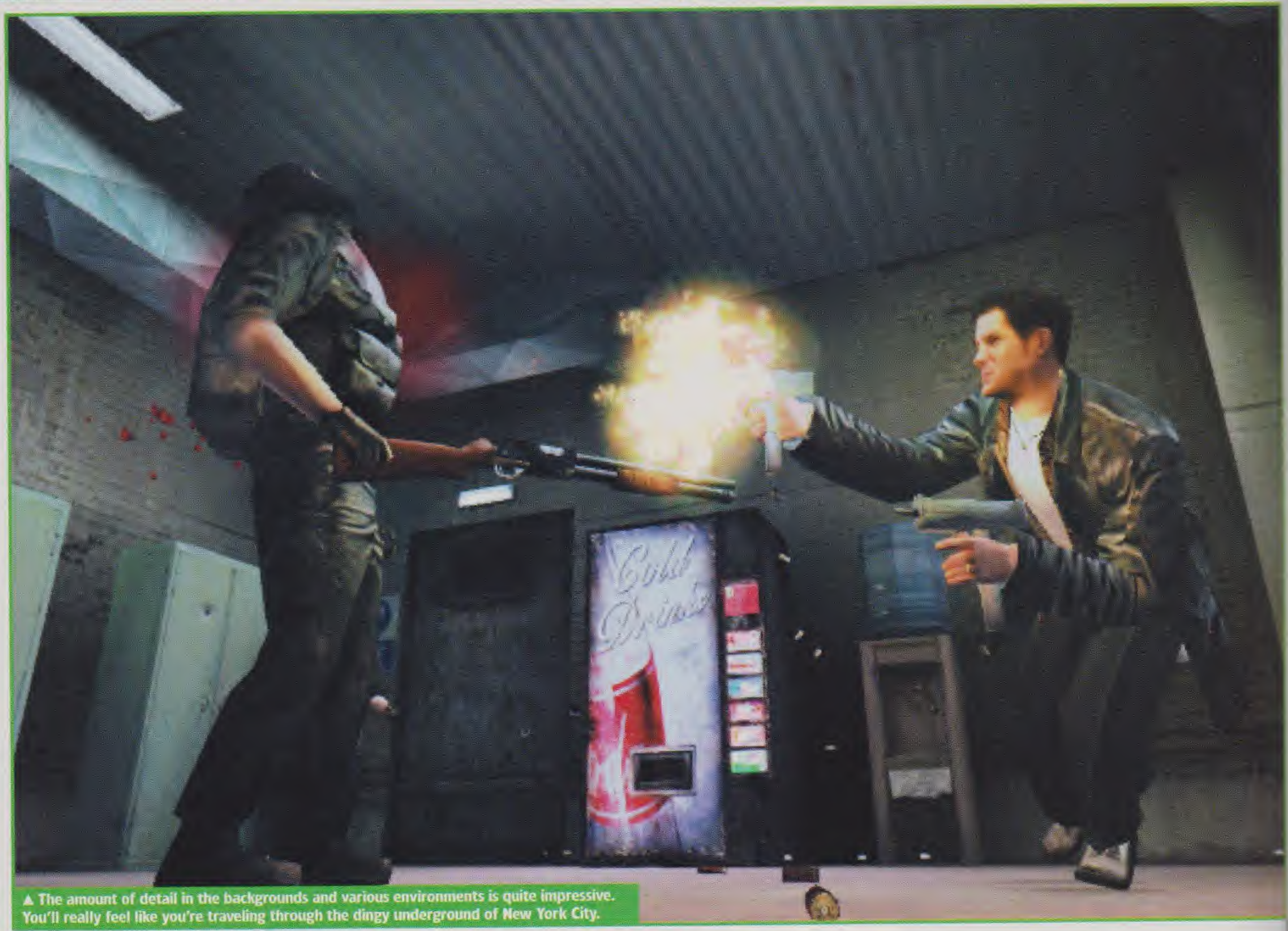
70 ▶ NFS: Hot Pursuit 2

78 ▶ SOCOM: U.S. Navy Seals

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ROCKSTAR	ROCKSTAR/REMEDY	DECEMBER	ACTION	1	MATURE

PS2 PERCENT COMPLETE 90%



▲ The amount of detail in the backgrounds and various environments is quite impressive. You'll really feel like you're traveling through the dingy underground of New York City.

MAX PAYNE

As close to John Woo as you'll get on the PS2

Released earlier this year on the PC, *Max Payne* went on to become a major hit all around the world. Unfortunately, console owners were never able to appreciate this dark and gritty game... that is, until now. With the help of Remedy Entertainment (the original developers), Rockstar is carefully porting the action title over to the PS2, while making sure that all the gameplay features and visual flair, that PC owners loved, remain intact. And judging by these screenshots, it certainly looks like the company is doing just that.

As far as the story goes, *Max Payne* focuses on an undercover cop who's framed for a brutal murder. With no one to trust, and the cops and mob on his tail, he must rely on his wits and limited arsenal of weapons to survive. Only by uncovering the people who framed him, can he clear his name and return to a somewhat normal life.

Aside from its rather dark and immersive storyline, the main draw of *Max Payne* would have to be its trademark feature, "Bullet Time". Obviously inspired by *The Matrix*, Bullet Time allows players to slow down the on-screen action and take out enemies at a fraction of the

▲ Max has a large range of moves, including ducking, rolling and diving in any direction.

NO EXPENSE WAS SPARED

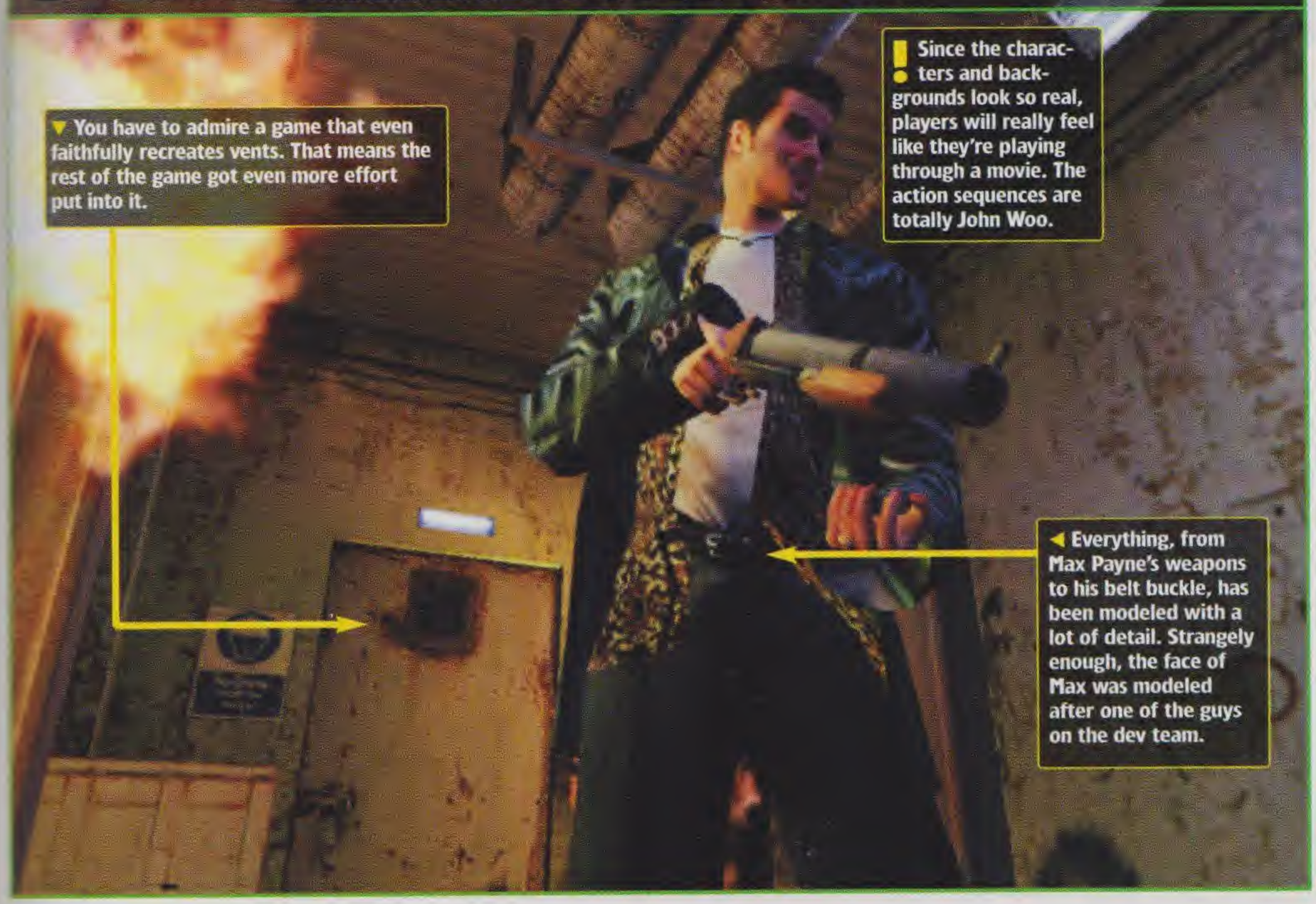
If *Max Payne* was a Hollywood movie, it would probably go way over budget. The special effects, alone, would cost tens of millions.

▲ Realistic smoke and blood are plentiful.

▲ Quality particle effects are the norm here.

PSM BREAKDOWN

An up-close look at the game in action



BULLET TIME

By hitting a button, you can activate Bullet Time and slow the game down, but only for a limited amount of time.

▲ Shooting multiple opponents is much easier when you slow the game down.

▲ You can recreate some John Woo-like moments by using Bullet Time.

"Obviously inspired by The Matrix, Bullet Time allows players to slow down the on-screen action and take out enemies at a fraction of the normal gameplay speed"

▲ Judging by the malicious look in his eyes, we can assume this is a bad guy.

normal gameplay speed. This not only provides you with an offensive edge, especially when taking on multiple assailants, but also just looks damn cool.

The most challenging aspect of bringing this PC hit to the console world would have to be getting the controls just right. Squeezing all the commands you have on a keyboard/mouse setup onto a controller can be quite difficult but the developers seem up to the task. In fact, they feel that the console version of the game will be way more easy to get into. However, we won't know until the final version of the game hits our offices. And that should be just in time for our next issue. Stay tuned!

► **Stephen Frost**

▲ The characters' faces do look really good. Just remember to aim between the eyes...

the BUZZ

A dark story, endless action and the innovative "Bullet Time" will definitely grab the attention of PS2 owners everywhere.

▲ The number of available weapons isn't that high but all are very effective and damaging. We love the shotgun.

▲ This is one game that truly celebrates the "beauty" in violence. Kids need not apply.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM DIGITAL	JANUARY	ACTION	1	TEEN

PS2 PERCENT COMPLETE 80%

MAXIMO: GHOSTS TO GLORY

PS2's boxer shorts-wearing hero is almost ready for action

Right about now, the crew at U.S.-based Capcom Digital Studios is applying the final polishing touches to its first PS2 game, and if the latest version to cross our desks is any indication, *Maximo* is going to be one spit-shined production from beginning to end.

Since we first previewed the game, Capcom has allowed access to three more of its sprawling worlds: the jungle, the icy ship graveyard, and the fiery underworld. Each one carries a similar visual theme throughout its four sub-worlds, but we can safely say that their challenges will be anything but run-of-the-mill. Some are focused on massive enemy onslaughts, while others tend to boast more secrets or pure platforming challenges. Also, while the same skeleton lackeys appear throughout, each world has a supporting cast of unique yetis, killer plants, crocodiles, and other nasty enemies. There are even some who zombify our hero, reversing his controls for a short time!

The levels won't be the only things that are varied — the number and types of power-ups you'll have access to greatly increase as you progress further into the game. Later on, Maximo will even be able to equip items that not only lengthen his sword, but also increase the throwing range of his shield, make it hover at a distance, and cause it to generate a roaring tornado-like vortex attack.

The finished game will be here soon, so get those thumbs set and your platforming skills in order!

▶ **Randy Nelson**

the BUZZ

***Maximo*'s wide variety of power-ups, challenging levels, and loads of secrets should add up to one truly hardcore game.**

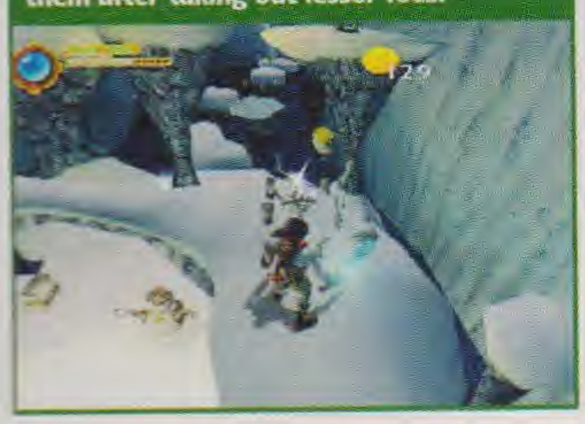
▲ The jungle world boasts maze-like areas, tar pits, and enemies that test Maximo's shield.

▼▲ Each world offers its own unique power-up for Maximo's sword, including energy, ice, and fire. Bigger enemies such as killer crocodiles and yetis aren't just stronger — they have more involved patterns of attack to overcome.

TRICKS OF THE TRADE

Most of *Maximo*'s power-ups serve dual purposes, which help give it more depth than your average platformer.

▼▲ You can use the ice sword to freeze tougher enemies in one hit, then smash them after taking out lesser foes.



▲ The snow world shows off some great level design. Its dangerous whirlpools, slippery ice, and precariously perched pirate ships make for lots of precision platforming.

PlayStation.2

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
KONAMI	KONAMI	TBD	RPG	1	TEEN

PS2 PERCENT COMPLETE 70%

SUIKODEN III

Popular RPG makes its PS2 appearance

While not as popular as the *Final Fantasy* series, the *Suikoden* games have still managed to earn a large and highly dedicated following. Thanks to great storylines, believable characters and quality graphics, the first two titles have gone on to earn numerous favorable reviews. In fact, *Suikoden II* is considered, by us, to be one of the finest games ever released on the PSone.

With that in mind, Konami is working hard to ensure that all the elements that made the first games so great will also appear in the PS2 sequel. Needless to say, there will also be several additions that fans will notice right away. The combat system has been revamped to allow for a larger number of cooperative moves and attack combinations. You'll also be able to reposition yourself during battles in order to attack the enemy from the best possible direction.

As soon as we have any new info on this long-awaited sequel, we'll let you know.

▶ **Stephen Frost**

▲ You'll once again meet a large cast of very colorful characters. What the... duck?

the BUZZ

This sequel looks to deliver the two main things that have made the *Suikoden* series so great: storylines and characters.

▲ There are detailed places to explore.

▲ Players can expect a relatively improved combat system with more cooperative attacks.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	EA CANADA	SPRING	RACING	1-4	EVERYONE

PS2 PERCENT COMPLETE 40%

▲ Each rider will have a different style.

SLED STORM 2

EA's snow racer gets the SSX treatment

While falling off the radar for a few months, *Sled Storm 2* has now resur- faced with a newly designed look and some additional features. Following in the footsteps established by *NBA Street* and the *SSX* series, *SS2* will now fully take advantage of the EA Sports BIG brand and showcase some seriously over-the-top, adrenaline-pumping gameplay.

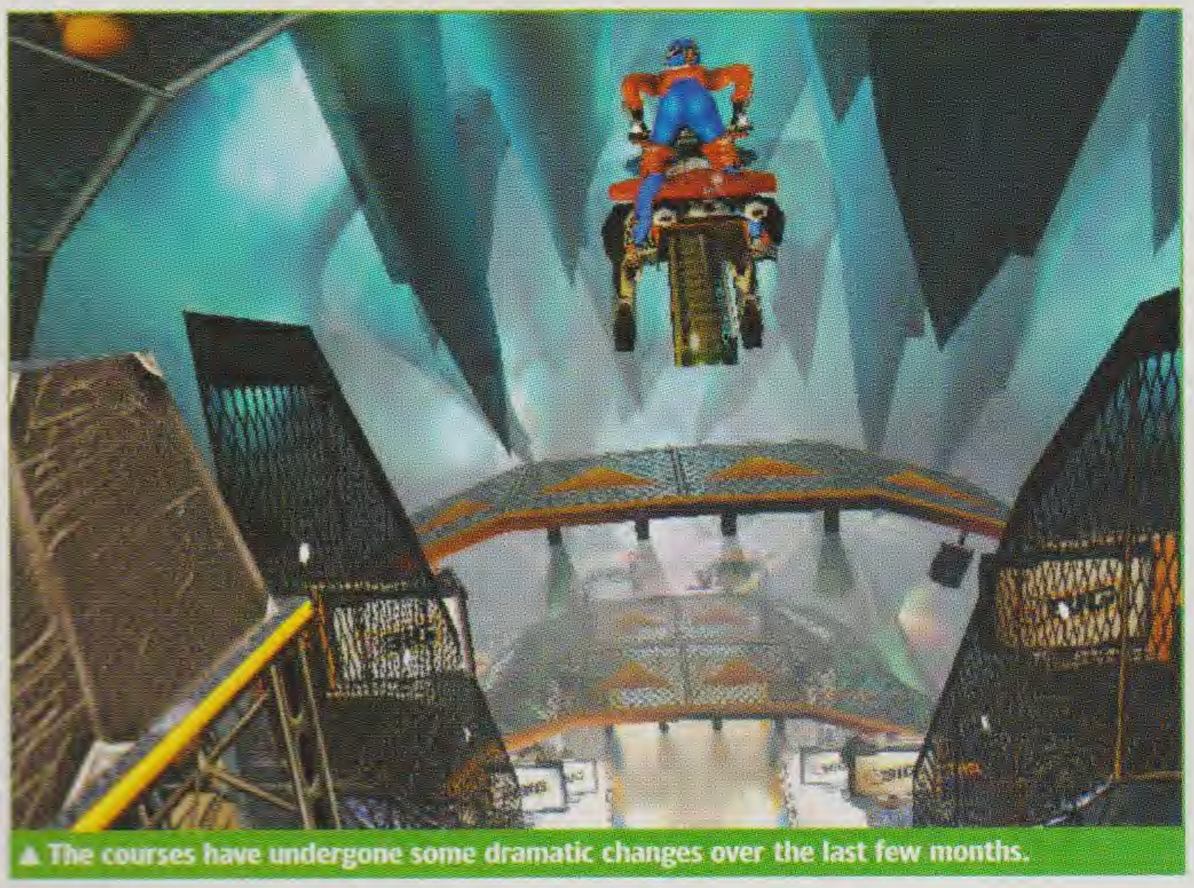
Similar to *SSX Tricky,* tricks have now become an even bigger focus and will play a very important role in the actual racing. By smashing through obstacles and discovering the numerous shortcuts, players can fill up their S.T.O.R.M. meter, which in turn allows them to perform reality-bending tricks and jumps.

SS2 will include 12 unique tracks and six different characters, each of which will have their own distinct sleds and personalities. With support for up to four-players, you and your friends can tear up the mountains together and see who's the real champion.

▶ **Stephen Frost**

the BUZZ

With its current track record, EA Canada can't seem to do any wrong. *SS2* should end up just as good as *SSX Tricky*.



▲ The courses have undergone some dramatic changes over the last few months.

▲ Cool tricks and crazy jumps are the norm here. You'll see some seriously crazy stunts!

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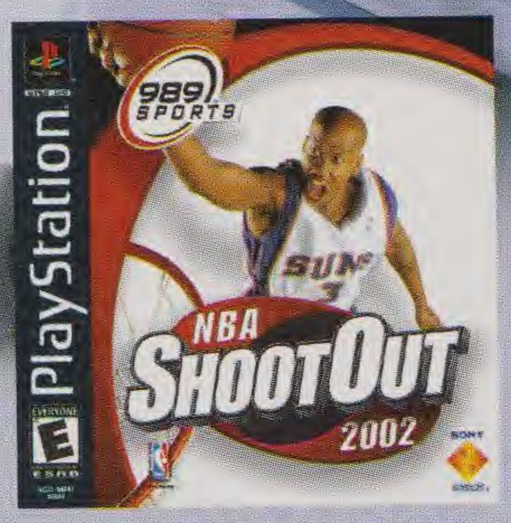

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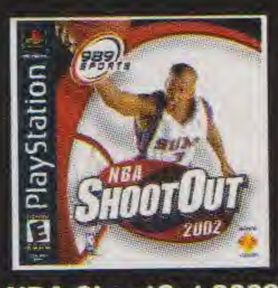

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	BLACK BOX	SPRING 2002	RACING	1-2	EVERYONE

PS2 PERCENT COMPLETE 40%

▲ While the game is still quite early in development, the cars already look quite good and should hopefully challenge the quality of those found in *Gran Turismo 3*.

▲ Effects, such as the screeching tire will be included in a major way. You can also expect a lot of eye candy.

▼ With over 20 vehicles to choose from, you can truly consider this game the "ultimate exotic car fantasy".

NFS: HOT PURSUIT 2

The best NFS ever returns for a second lap

I can't even begin to count the number of hours that I spent on the original *Hot Pursuit*. For a few months there, that game was my entire life. I just couldn't get enough of breaking speed limits and burning past those pesky cops. So, when EA announced the sequel, you can imagine how excited I was.

Contrary to *Gran Turismo*, the *Need For Speed* has always focused more on the arcade-style racing experience. It's easy-to-pick-up feel has won over the hearts of countless racing fans everywhere and that looks to continue in *Hot Pursuit 2*. This time around, one of the main focuses was on making sure that the game featured a large number of exotic cars. There are going to more than 20 of them, including such recognized names as Ferrari, Lamborghini and Porsche. Every major car you can't afford will be included.

As far as the courses go, you'll be able to race on at least 12 new ones, each of which will be quite expansive and heavily detailed. There will be multiple routes to race through and it's up to you to figure out the best way to take, depending on the situation.

Another improvement, which could have only come in this new generation of consoles, is the increased intelligence of the other computer-controlled racers. Each of the drivers will have a distinct driving style and personality, making it more challenging to predict their actions. The cops will also be smarter, requiring you to lean their different arrest patterns in order get past them and make it to the finish line.

All in all, *Hot Pursuit 2* is shaping up to be one finely tuned sequel and I certainly can't wait until I'm able to take it out for a spin. You can bet I'm going to be putting some serious mileage on this baby come next Spring.

▶ **Stephen Fro**

▲ Don't you just love outrunning the cops in your brand new Ferrari? I know I do.

the BUZZ

This is the long awaited PS2 sequel to one of the best racing games ever. That just about says it all...

COPS ON YOUR TAIL

The cops are a lot smarter this time, so you'll need every trick in the book to get by them.

▲ Sometimes, fancy driving is necessary to get by these highway patrols.

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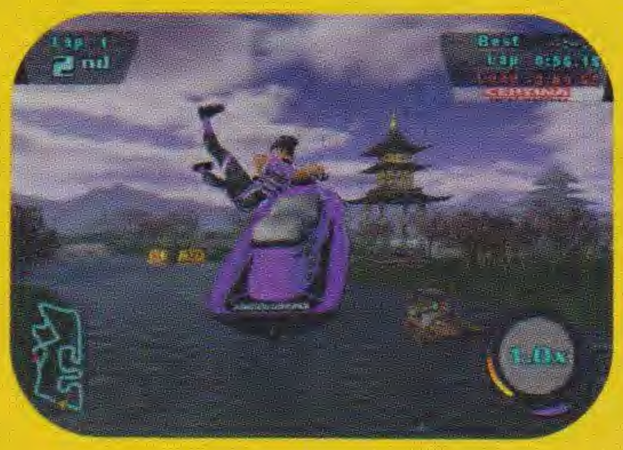
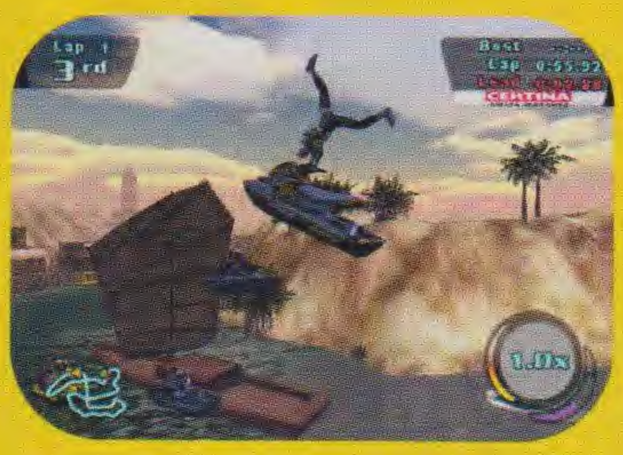
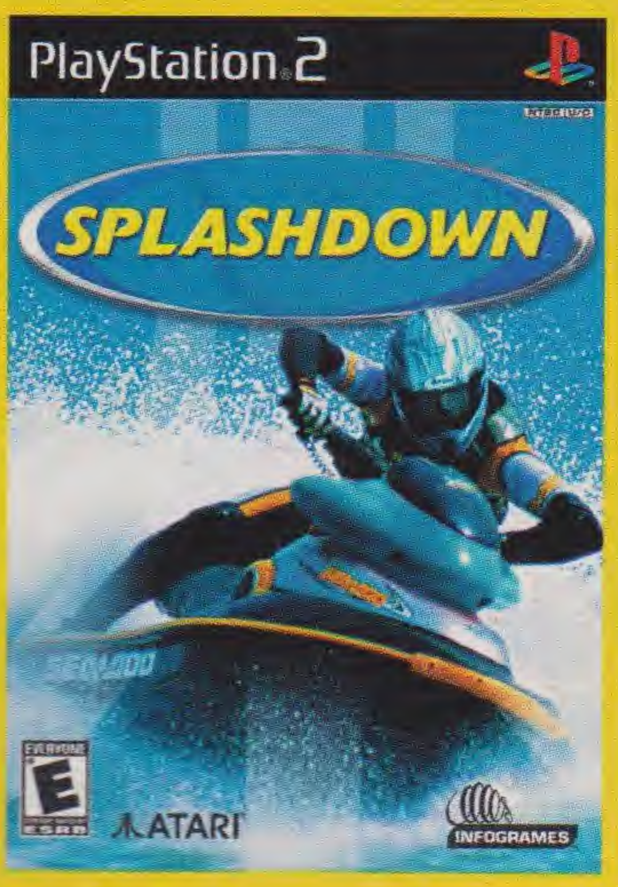
ACTION







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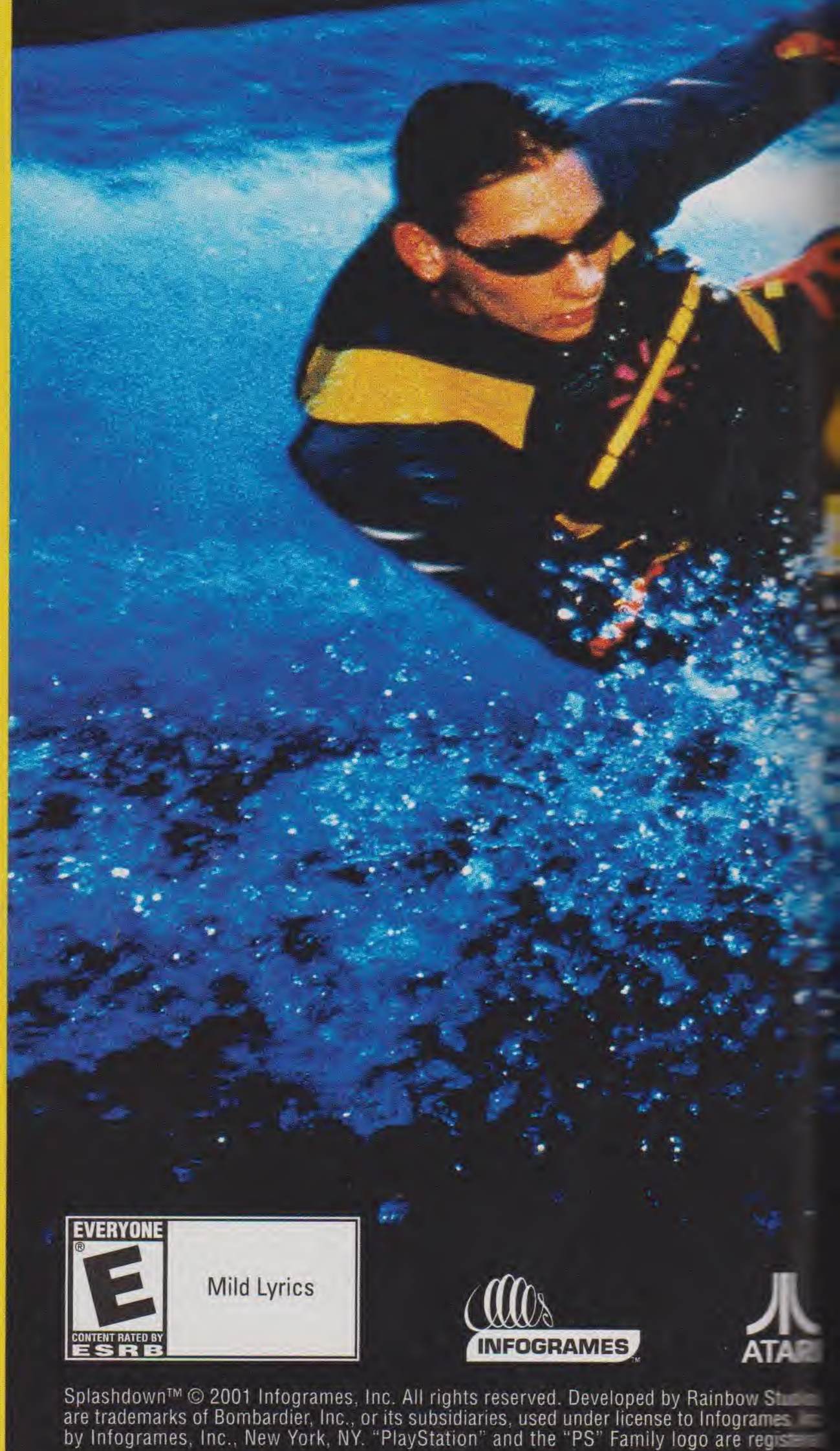

EVERYONE
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CONTENT RATED BY ESRB

Mild Lyrics

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
3DO	3DO	SPRING 2002	STRATEGY	1	TEEN

PS2 PERCENT COMPLETE 70%

ARMY MEN: RTS

3DO adds strategy to the franchise

Just when you begin to think that the *Army Men* series had invaded every single possible genre, 3DO proves you wrong. This time, the real-time strategy genre is the battleground and the warring forces are, of course, the green and tan armies. Players take the role of a "god-like military leader" who's responsible for directing the green forces and managing their limited resources.

Using a third-generation 3D engine, *Army Men: RTS* will feature some of the most detailed graphics yet seen in the franchise and introduce some brand new characters and units. You'll progress through 15 unique missions, with the main goal of retaking the house from the twisted Colonel Blitz, a former ally who's turned to the tan side.

The developers were kind enough to include a three level tutorial that will teach you the fundamentals and basic tactics. After that, it's up to you, and you alone, to show those tan soldiers who's boss.

▶ **Stephen Frost**

the BUZZ

The market can always use a good RTS. I'm just not sure if *Army Men* is the best way to go about it.

▲ The war begins outside, but will quickly move indoors to the house.

▲ The map keeps your perspective.

▲ You'll see a large number of troops on the screen at a time.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
KONAMI	KONAMI	SPRING 2002	SPORTS	1-4	EVERYONE

PS2 PERCENT COMPLETE 70%

POWER PRO TENNIS

Tennis fans finally get a game to call their own

▲ The life-like players look really detailed.

Not since *Virtua Tennis* on the Dreamcast has there really been a quality tennis game, on any console, that had both depth and ease of play. That means that if you happened to be a PS2 owner and a tennis fan, you were pretty much out of luck... until now. Konami is taking the award-winning gameplay found in Sega's title and doing its best to improve upon it. Utilizing the Women's Association License, *Power Pro Tennis* will feature the major female players known around the world. Serena Williams, Martina Hingis and Jelena Dokic are a few of the names you'll recognize.

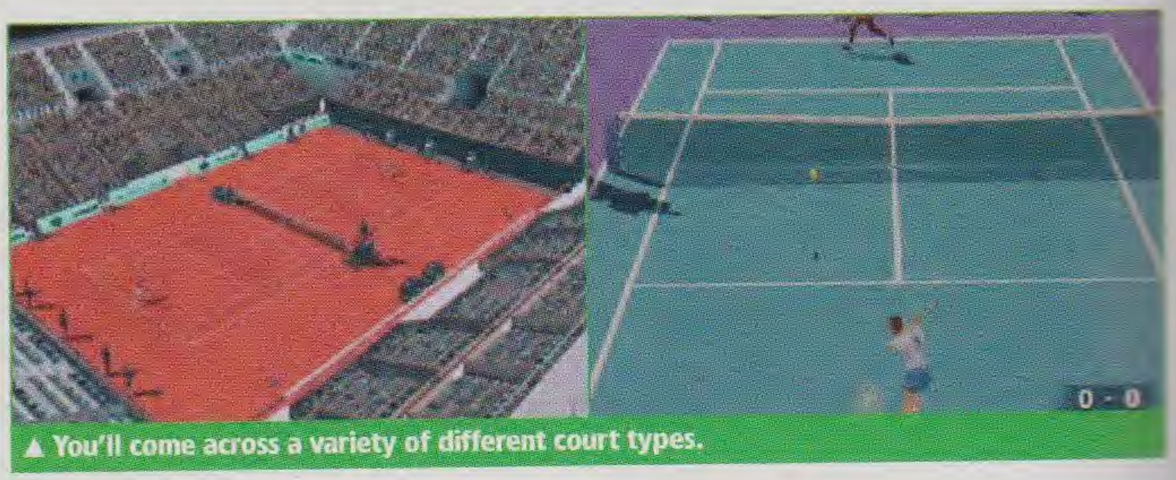
Players will travel around the world to 10 locations with varying court types and conditions as they attempt to make their way up the ranks. Also, up to four people will be able to play (via the multitap) in heated doubles competition to see who really is the winning team. Get out those rackets, because Konami's serving up *Power Pro Tennis* this Spring.

▶ **Stephen Frost**

the BUZZ

It's the first PS2 tennis game to be released, so we can't complain. It just needs to play as well as *Virtua Tennis*.

▲ You and three of your friends can play head-to-head.



▲ You'll come across a variety of different court types.

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EVERYONE
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RATED BY ESRB

Mild Language

PlayStation®2

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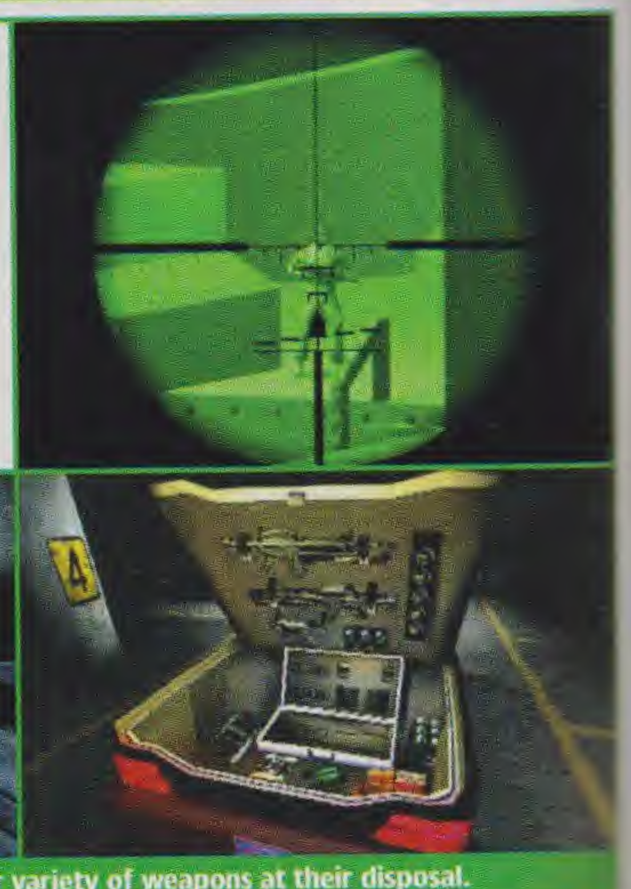
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NOVALOGIC	REBELLION	MAY	FIRST-PERSON SHOOTER	1	TEEN

PS2 PERCENT COMPLETE 40%

▲ Helping you out will be your squad of carefully selected and well-trained soldiers.

WEAPONS OF URBAN WAR

Since you're part of a military squad, you'll have access to a large number of weapons. Choosing the best ones for each mission will be crucial to your success.



▲ Players will be impressed with the sheer variety of weapons at their disposal.

DELTA FORCE: UW

The secretive military unit quietly infiltrates the PSone

On what came as a complete surprise, PC game developer NovaLogic announced that it would be bringing its popular Delta Force franchise over to the console side. Most surprising, however, was the fact that the company decided that the PSone would be the platform of choice. Not only that, but the game wouldn't just be a port but rather an all-new original title that would be designed, from the ground up, for Sony's 32-bit console.

Like its title implies, Delta Force: Urban Warfare will take the action out of the more-open locations, that were found in the PC titles, and drop the player in the more-enclosed areas of towns and cities. Instead of deserted villages and spacious fields, you'll be fighting your way across warehouses and dimly-lit parking garages. Using a selection of weapons, that would make any arms dealer jealous, players will participate in a variety of military-based missions. Coming along for the ride will be your squad of highly-trained characters, each with their own unique abilities.

Since the project is still in its early stages, there's been no word of any multiplayer modes yet. However, there's a good chance that two-player death-match will be included by the time Urban Warfare ships in May. Considering the quality and popularity of the past Delta Force games, you can bet we'll be keeping our sights locked on this game.

▶ **Stephen Frost**

the BUZZ

With the quality of this series on the PC and the success of Rainbow Six on the PSone, Urban Warfare should do well.

▲ Since most of the game takes place in very confined locations, you'll always have to be on your guard. You'll never know what's behind that door or around that nearby corner.

▼ It's never wise to attack head-on, especially when you are severly outnumbered.

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TEEN
T
RATED BY ESRB

Violence
Suggestive Themes

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	TREYARCH	SPRING	SURFING	1-2	EVERYONE

PS2 PERCENT COMPLETE 70%

KELLY SLATER'S PRO SURFER

Can Activision surf?

So far, there's been only one attempt at a surfing game on the PlayStation 2 and that effort ended up pretty average. That game was *Surfing H3O* and despite its interesting controller attachment, it didn't quite deliver that fun and addictive gameplay that people were expecting. Hoping to not make that same mistake, Activision is working closely with Treyarch in an attempt to make a surfing experience similar in flavor to the *Tony Hawk* franchise.

That means that *Kelly Slater's Pro Surfer* should have that very familiar pick-up-and-play feeling that any gamer can get into. Along with that, surfing fans can expect 13 of the most popular surfing locales, situated in such places as Europe, Africa and Australia, along with nine different professional surfers. There's also going to be a Head-to-Head mode for those looking for some competition from actual human players. Get those wetsuits ready, because this game is looking to hit the waves in the Spring.

▶ **Stephen Frost**

▲ Some of the tricks will require that you make your way past certain obstacles.

▲ The water is looking pretty good.

▲ Pick up some speed and you'll be able to get some serious height on your runs.

the BUZZ

There's a chance that this game will do for surfing what *Tony Hawk's Pro Skater* did for skateboarding.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	ZIPPER INTERACTIVE	FEB/MARCH	ACTION	1-16	PENDING

PS2 PERCENT COMPLETE 70%

▲ The characters are quite detailed.

SOCOM: U.S. NAVY SEALS

Another look at Sony's premiere online title

When *SOCOM* was first shown at this past year's E3, we were pleasantly surprised. Not only did it look to have a lot of potential, but it was also going to be one of Sony's first online titles. However, the game did suffer from some severe slowdown and other various bugs, which made us doubt the initially announced November release date. Now, though, the game has been pushed back to the Spring of 2002 in order to work out those problems and to ensure that the game provides a solid and compelling online experience.

Despite that delay, we've still managed to sneak some new screen-shots of the game out of Sony's Foster City location and are certainly impressed by them. *SOCOM* seems to be coming along nicely and the visuals are certainly starting to shine. We just can't wait to get a playable build in our offices so that we can start taking down some terrorists.

▶ **Stephen Frost**

▲ The environments are quite varied and take place in such locations as Alaska.

▲ Environments are lush and detailed.

▲ Blood is here in full effect.

the BUZZ

With support for at least 16 players, *SOCOM* could end up being one of the best online console games to date.

WHILE YOU'RE ON YOUR KNEES

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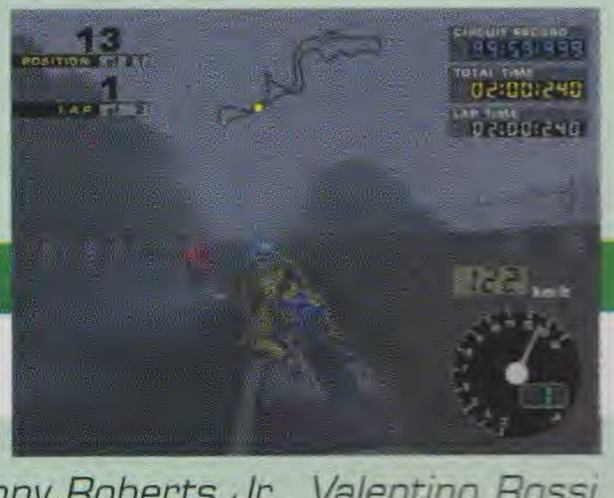

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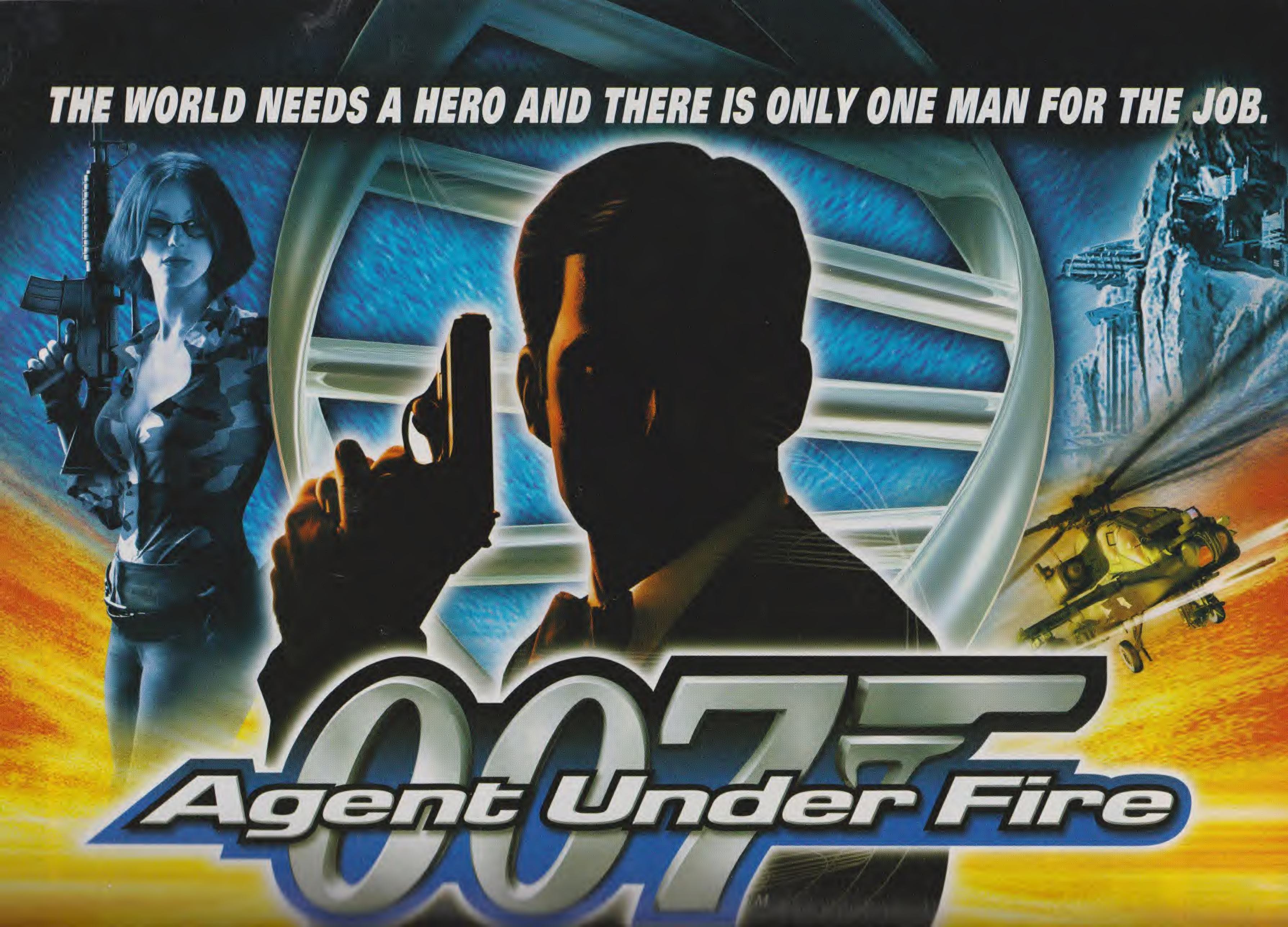
THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.



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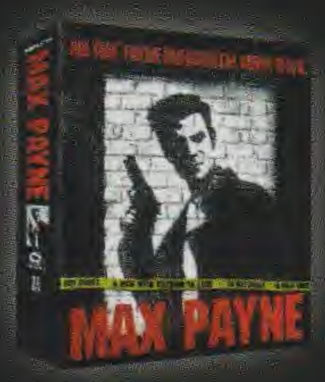

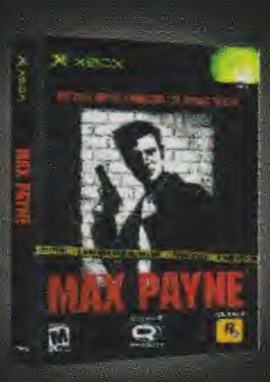

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STRATEGY

Tips, guides and cheats that will make you a winner

Contents

34 ▶ Final Fantasy X

32 ▶ Jak And Daxter

36 ▶ CODES

Final Fantasy X

We've got Boss secrets, Aeon-finding tips and tricks to gain Experience Points quickly on pg. 84!

TAKE THE PSM CHALLENGE!

RULES: You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on February 1. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (sorry, but we can't return them) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries!

SEND YOUR ENTRIES TO: PSM January Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

CHALLENGE #1: Final Fantasy X

Obtain the Three Magus Sisters as an Aeon and photograph or tape them in your list of Aeons.

CHALLENGE #2: Jack And Daxter

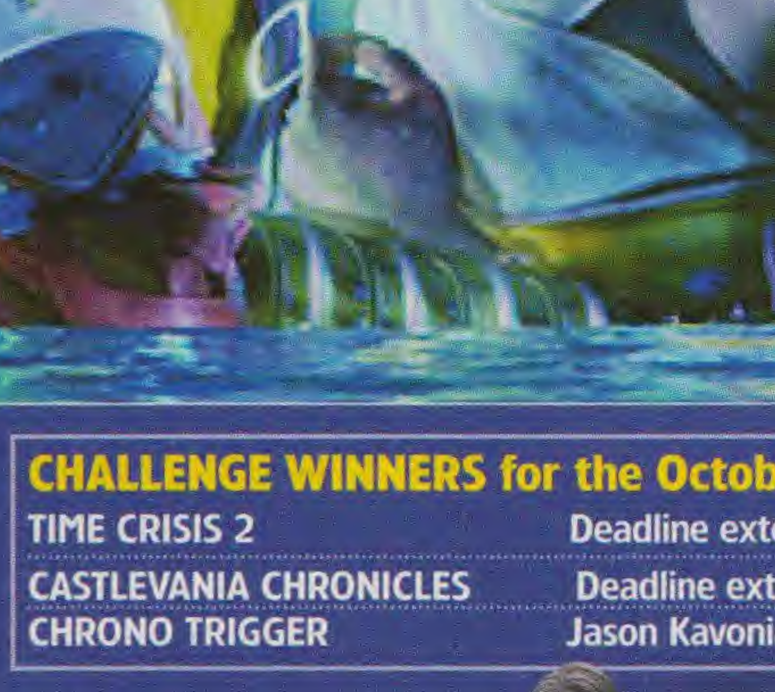
Obtain all 101 Power Cells and photograph or tape the pause screen indicating how many orbs you've gotten.

CHALLENGE #3: SSX Tricky

Unlock Untracked and photograph or tape a picture of the level.

CHALLENGE WINNERS for the October issue:

TIME CRISIS 2	Deadline extended to February 1st
CASTLEVANIA CHRONICLES	Deadline extended to February 1st
CHRONO TRIGGER	Jason Kavonian of Duncanville, TX



THIS MONTH'S PRIZE PACKAGE:

Two people will receive the *FFX* game and *FFX* Strategy guide, but not the wall scroll. People who do the *FFX* contest will receive everything except the game and strategy guide.

- FFX T-Shirt
- FFX Lunch Box
- FFX Poster
- FFX Wall Scrolls
- Yuna Figure
- FFX Soundtrack
- FFX Game
- FFX Strategy Guide

FINAL FANTASY X

Tough Bosses, Puzzles And Secrets

We have compiled a list of all the bosses, the tough puzzles, and a few of the secrets. Check back next month for even more secrets!

BOSSES

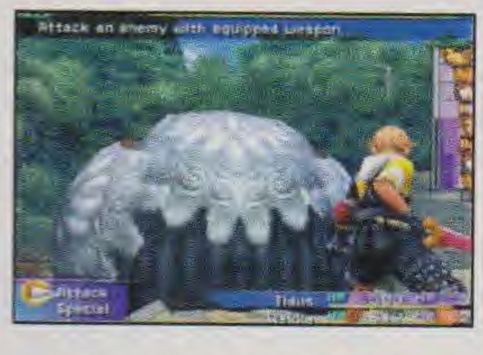
Sin

Your team should be Lulu, Tidus, and Wakka. Use Tidus to kill two of the smaller enemies, but leave one, since if you kill all of them, three more will appear. Now use Wakka's regular attack to hit Sin's fin. Use Lulu to cast magic on the fin. When you fall in the ocean, simply ignore the minor enemies again, and concentrate on fighting Sin.

Lord Ouch

At the start, use Lulu, Yuna, and Tidus. Call in Yuna's Aeon, and attack with Fire until the Aeon is nearly dead. Now, substitute Yuna for Wakka. Constantly attack with Lulu's fire, and use regular attacks with Tidus and Wakka. When anyone needs health or an Antidote, try to use Wakka, as Tidus deals more damage.

Sinspawn Geneaux



Attacking the tentacles behind you with Wakka, Tidus, and Yuna. Use only regular attacks on these creatures, as they will absorb your magic attacks. Once defeated, call in Yuna's Aeon and attack the main part with fire. When your Aeon is about finished, switch to your party and substitute Lulu for Wakka. Continue to use Fire on Sinspawn with Lulu; use regular attacks with Tidus, and use Yuna to heal, and attack when she can.

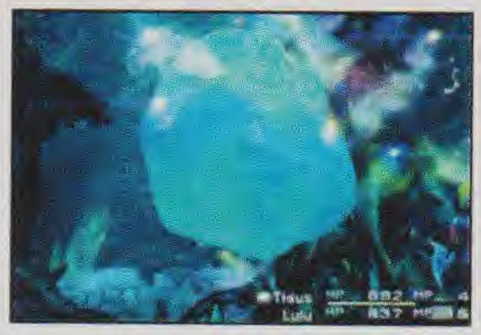
Chocobo Eater

You just need to stay alive long enough to get knocked off the edge of the cliff. Simply fight with whoever and heal yourself. However, be sure to call in and use your Aeons to take the brunt of this boss's attack.

Sinspawn Gui

First, call in your Aeons and attack until they are dead. Make sure that you kill its head first, since the poison is very deadly. Now, go for the arms, and then the bottom part. When your Aeons die, call in Lulu, Auron, and Tidus. I found this to be the most effective team. Continue attacking its arms first, and when they're disabled, go for the head. Be sure to keep an eye on Lulu, as her magic is the most effective weapon here. Just keep repeating this process until it dies. It also helps to cast Tidus's Cheer ability. Finally, watch out for Gui's physical attacks; they will cause considerable damage. Counter this with Potions and Hi-Potions. The second time you encounter him, use Seymour's magic (Fira, Thundara, etc.) This will end the boss quickly.

Spherimorph

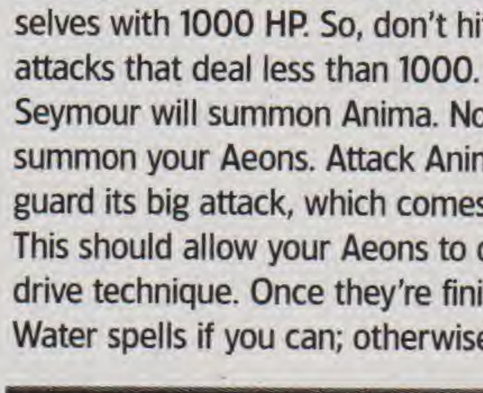


This guy isn't hard, once you figure out his trick. He constantly morphs his magic attack and defense. You must simply use the magic element opposite of what he uses each time: if he attacks with fire, you attack with ice; if he attacks with water, you attack with thunder, and vice versa. Be sure to have Lulu in the party constantly. Also, Auron can deal a decent amount of damage with his regular sword attacks.

Machina Gatling Gun

This machine is a challenge if you destroy his little flying friend that prevents your party from casting magic. However, that flying contraption also prevents the machine from unleashing its most devastating attack: Manna Beam. Only disable it if one of your Aeons has an Overdrive attack ready; otherwise just call in your characters who have high strength, and use regular attacks against it. You should beat it easily, as long as you have enough potions to heal yourself.

Seymour



He is tough, thanks to his cronies and Aeon Pain. First, take out the two cronies. Be sure to cast spells that deal more damage than 1000, as these cronies will heal themselves with 1000 HP. So, don't hit them with any attacks that deal less than 1000. Once they're gone, Seymour will summon Anima. Now call in Yuna and summon your Aeons. Attack Anima, and then try to guard its big attack, which comes every other turn. This should allow your Aeons to obtain their Overdrive technique. Once they're finished, attack it with Water spells if you can; otherwise, just attack it.

Windigo

He's a piece of cake. Kill his two little cronies first with Fira. Be sure to have Wakka in, and keep casting Dark Buster on Windigo; he will never touch you. Now just keep casting Fira, or do whatever to

him. When Wakka runs out of MP, use Yuna to call in Ifrit. Use Ifrit's Meteor attack. When you get your Overdrive, use it, and Yunalesca should be finished.

Evrae

Before you enter the fight, make sure you have some armor that either protects you from Poison and/or Petrify. At first, do your Magic break with Auron. Now cast the Slow spell with Tidus, and use Wakka's Dark Attack to blind it. Continue to attack it with whoever until you wear the monster down to just under 20,000 HP. At this point, pull back with Tidus or Rikku, and continue to attack it. Wakka's regular attack deals quite a bit of damage here. You also get some help from the ship. When the dragon moves itself in close, and casts Haste, just battle it straight up; don't cast Slow again, since the Dragon will just re-cast Haste on itself. Throughout the battle, you should also attack the dragon with Auron's various break abilities. This will wear the dragon down faster.

Evrae Altana

Throw grenades and Arctic Wind (if you have it) with Rikku. Use Wakka's regular attacks, which deal considerable damage. With Tidus, cast Slow first, and then just use regular attacks against this monster. Also beware of Evrae's Stone magic. If a player is hit by it, you should run. Try to counter this by equipping armor that prevents Petrify.

Seymour 2

The easiest way to dispose of Seymour is to enter the fight with all of your Aeons on Overdrive. You should only need three or four of them on Overdrive, as each one will deal 9999 HP worth of damage. Also, be sure it is the first move you execute when you call them in, because Seymour will immediately Banish them from the fight. If you do this, you can beat him without any problems.

Defender X

First, cast Haste on yourself with Hastega (Tidus should have it). Now use Auron's Armor Break, which will lower the enemy's defense. Now, cast Lulu's Waterga at each turn. Simply attack the monster with a series of regular attacks, healing when you need it, which will be often. You can use your Aeons if you're desperate, but they will die quickly.

Biran Ronso

They aren't too tough; you must take out Biran's crony first, though, or he will heal both of them. When they are standing next to each other, do not perform a regular sword attack; one will block the other, decreasing the amount of damage you inflict. Instead, cast a spell like Thunder — hopefully, you have one. Now, when they are apart, do a regular

THE OVERDRIVES

Each character possesses a super attack called Overdrive. Use these to inflict serious damage on your enemies. Remember that, unlike *FFIX*, you can save your Overdrive and use it whenever you like! Here is an explanation as to how you can get the various Overdrive types for each character.

TIDUS

All that you need to do to get new Overdrives for Tidus is to use the existing ones a lot.

WAKKA

To earn new Overdrive types for Wakka, you must play the Blitzball League and Tournament modes.

LULU

Simply leveling up Lulu will make it easier to cast spells multiple times.

AURON

Finding the various Jecht Spheres will allow Auron to learn new Overdrive attacks. You need to find all 10 to gain Auron's final overdrive. Getting the tenth Sphere will earn Auron the Tornado →

DECIPHERING THE LANGUAGE

(Al Bhed Volume Locations)
Throughout FFX, you will encounter Al Bhed Primers, which help you decipher the language. Try to get them all so that you can understand what the people of Al Bhed are saying.

1 Al Bhed Salvage Ship
2 Besaid Village
3 S.S. Liki
4 Kilika
5 S.S. Winno
6 Luca (Stadium)
7 Luca (Theater)
8 Mi'ihen Road
9 Mi'ihen Road
10 Mushroom Rock Road
11 Jyose Road
12 Moonflow – North Shoopuf Wharf
13 Guadosalam
14 Thunder Plains
15 Macalania Wood
16 Lake Macalania
17 Sanubia Desert
18 Sanubia Desert
19 Entrance to Al Bhed Home
20 Living quarters of Al Bhed home
21 Main Corridor of Al Bhed home
22 Priest's Passage of Temple of Bevelle
23 Calm Lands
24 Rimium Temple of Calm Lands (get Chocobo first, get feather at entrance to Calm Lands). Inside you can find Belgemine and Magus Sisters.
25 Inside cavern of Stolen Fayth
26 Omega Ruins

attack, which should inflict about 800 HP worth of damage. When you defeat the crony, Biran will cast Berserk on himself, you will simply have to alternate between healing yourself and attacking. It may take a little while, but you should win.

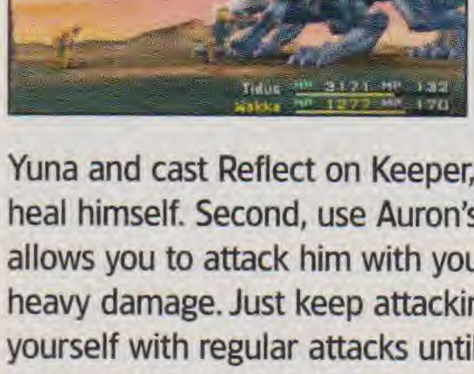
Seymour 3

The third time is really no different than the last, except that Seymour now has an attack called Annihilation, which deals severe damage. I suggest that you have Shell, Protect, and Haste at the beginning. Also, be sure that your character with the highest HP is in when this happens (probably Auron). Also, have at least four Aeons (Bahamut especially) ready to do their Overdrive attacks. Once you start the battle, immediately do the Overdrives. He is also weak against Fire attacks.

Sanctuary Keeper

This monster has two weaknesses that you must exploit to beat him: Reflect and Armor Break. Your first action should be to use Yuna and cast Reflect on Keeper, so that he cannot heal himself. Second, use Auron's Armor Break. This allows you to attack him with your sword and deal heavy damage. Just keep attacking and healing yourself with regular attacks until he is dead. It is also prudent to cast Hastega on yourself. Finally, don't worry about calling Aeons, as they will die quickly, and Keeper casts a spell which prevents you and your Aeons from reaching Overdrive.

Spectral Keeper



He is extremely tough, but there is an easy way to take him out. Before you go into the fight, simply make sure that all of your Aeons have their Overdrives available. You will need to use all six of them, plus deal it some damage with your characters. Simply heal your party as soon as anyone gets hit, and don't worry too much about moving out of the way of its attacks, as it will lay mines, damaging your characters anyway.

Yunaleska

She has three forms, which are all pretty much the same. Again, do not go into this fight without having all of your Aeons at Overdrive. The thing to remember here is that she casts Zombie constantly, which will cause any curing spells to damage your party. So before you Cure anyone, be sure to have healed your Zombie status. Either have an ability on that immediately cures the status (Auto-Med), or one that prevents it. The only severe attacks you really need to look out for are Curaga (when you're a Zombie), and Megadeath. However, Megadeath will never kill every party member, but it could kill two, so be sure all three are alive when it is cast. Now, just attack her with all that you've got. Her first two forms should be easy enough, so save your Aeons for her third and final form.

Sin Parts

The first part of the fight is a bit easy. Just stay in close to it, and attack it with all that you've got. First cast Haste on your party and then do Auron's Mental and Armor Breaks immediately. Now just cast magic and attack it with regular attacks. You should beat them easily enough if you heal when it does its Gravija attack. In its third form, just unleash all of your Aeons, and you shouldn't have a problem beating him.

Sin Again

This part is tough. Although he won't fight you, if his Overdrive meter is built up, you will die, so you must defeat him before this happens. First, cast Haste on your party, and be sure to have Double cast and Flare for Lulu. Doublecast Flare at every one of her turns. When Sin is in range, do Auron's Mental Break. Finally, be sure to have Bahamut at Overdrive and use it whenever. Finally, be sure to have Yuna's Overdrive available so you can Call Bahamut a second time if needed.

Final Seymour

To beat him, forget about attacking his wheels, just concentrate on him, in the center. However, the

→Overdrive technique.

Jecht's Spheres

1. You'll get the first one after defeating the Spherimorph boss.
2. Besaid Village to the right of temple entrance.
3. On board of ferry ship SS Liki. On bridge.
4. Luca Stadium in Basement A of Auroch's locker room.
5. Mi'ihen Highroad. Southern most portion of old road.
6. Mushroom rock road. On precipice closest to elevator.
7. On south Shoopuf morph.
8. The second lies at the entrance of this area, the one you entered from the Thunder Planes. You'll find it on the path where two people block it, telling you to go see Seymour.
9. Southern portion of Macalania woods
10. Mt. Gagazet

KIMAHRI

Kimahri learns his Overdrive techniques through the Lancet spell. Whenever you can, use it on an enemy to see if you can learn its technique. Be sure you do Lancet on the Omega Weapon in the Omega Ruins to get its attack.

RIKKU

Her Overdrive techniques depend upon the items that you have. You must mix two items to get some sort of surprise. Although I haven't explored these mixtures extensively, I've found that the elemental gems seem to be the most effective.

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THE TIME FOR JUDGMENT HAS COME

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MATURE M CONTENT RATED BY ESRB
Blood and Gore
Violence

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wheels do indicate which element he is using, so perform the opposing magic on him. At the start, use Auron's various Breaks so that your magic and regular attacks deal more damage. It is also wise to cast Hastega on yourself. I would suggest that after you cast Hastega, you bring in Auron, Wakka, and Lulu to manage the fight. Occasionally bring in Yuna to cast Reflect, Shell, or Protect when needed, or when you want to use an Aeon. After the fight, just proceed through the clouds, into the castle-like area. If you hit a dead end, you've gone too far. Go back a little, and on the right you'll find a square protruding, which you must walk around. In its back is an open area. Fall down, and climb up the wall.

Jecht - Braska's Final Summon

There are a few things that you should do before this fight. First, go back and talk to the monster trainer. If you've been capturing some, he'll give you some useful items, including Megalixirs, which will be needed for this fight. Now, be sure that your Aeons are at their Overdrive. You also might want to consider leveling up some. At least two of your characters should be above 5,500 HP, as Jecht's strongest attack can deal that much damage. Once the fight begins, simply fight him straight up: don't use your Aeons or Overdrive techniques against his first form, don't attack the Pagodas, and don't use Tidus to talk on him yet. If you use Auron's Mental and Armor Breaks, and heal yourself whenever anyone takes serious damage, you should be okay. Cast Hastega on yourself, and use Lulu's Flare magic always. You should also customize your weapons so that you can prevent Zombie and/or Petrify. If he petrifies you, immediately use Soft on that character, because Jecht will likely break that character into pieces. Once he pulls out his sword in his second form, your fight will get significantly harder. Just unload on him, using Hastega, Auron's Mental and Armor Breaks, and try to cast Shell and protect on your two strongest party members. Now, whenever Jecht's Overdrive meter is three-fourths full, bring in Tidus to talk with him (you can do it twice). Doing this will decrease his strength and Overdrive meter. After the second time, start attacking the Pagodas. I suggest using Lulu's Double Cast Flare (a Flare for each Pagoda) the first time. The second time, start using your Aeons to attack. However, save Bahamut until Jecht has 25,000 HP left. Bahamut's Overdrive should deal at least that much damage.

Aeon Battle

Now you must fight all of your Aeons. Hopefully, you at least have Bahamut left, although he isn't necessary. Simply, cast the opposing elemental magic of that Aeon. For example, when fighting Ifrit, use Ice attacks against him. Save Bahamut for last, as you won't be able to use him when you fight him. For your last two Aeon Battles, bring in Bahamut to do the dirty work.

Yu Yevon

He isn't too tough, since you may have noticed that your party has Auto-life! Simply make sure that you cast Reflect on at least one of your characters always. When Yu does his Gravija attack, this will cause 9,999 worth of damage on him, too. Second, be sure that you always have Reflect cast on Yu, as he will use Curaga to replenish 9,999 HP. With this in mind, simply attack him straight up with normal attacks, forgetting about the Pagodas. Auron's Armor Break will help inflict greater damage. Obviously, since you will cast Reflect on Yu, don't perform any magic attacks on him. However, you can cast Flare on whichever party member has Reflect to deal damage to Yu. Congrats on your victory!

SECRETS AND TIPS

Omega Ruins (AP Trick)
You get two very important items in this area. The coordinates from the airship are X-74 and Y-36. First, you can find the Ductile Rod in a treasure chest, or steal it from enemies; don't miss it, as it possesses the No Encounters ability, which makes exploring easier. Second, when you encounter the Ultima Weapon (a boss), be sure to steal from him. He will give you ten Doorway to Tomorrows; steal as many as possible without losing the fight (use your Aeons' Overdrives to beat him). See the AP Trick section to learn about how the Doorway to Tomorrow can help you.

TEMPLE PUZZLES

First Glyph Chamber - Besaid Island
Grab spheres after you use them in the door. You will find a Besaid Sphere in a room with symbols on the wall. Touch the symbols to open the door and get the sphere. Put the Destruction Sphere you have in the holster across from the hidden door to the Besaid Sphere. Get the Besaid Sphere and put it in the place where you found the Destruction Sphere. Grab the Destruction Sphere and put it in place where you found the Besaid Sphere. Now put the Besaid Sphere in the holster across from where you originally found it.

Djose Glyph Temple
The first door is easy, but the second is challenging. Go to the right and you'll find two slots for Glyphs; put two in there. The pillar above you will light up. Now put the Glyph in the movable pillar on the right. Move it to the circular area underneath the hanging pillar. This will charge up the Glyph. Take the charged Glyph and put it in the slot that lights up the icon on the door. It will open now. Now dump the moving pedestal into the pit of electricity; jump onto it to get to the other side. Now you must light up the center piece in the middle of the room. Put one Glyph in the slot on the left side of the door; place the other two in the slots on the right and left in the first room.

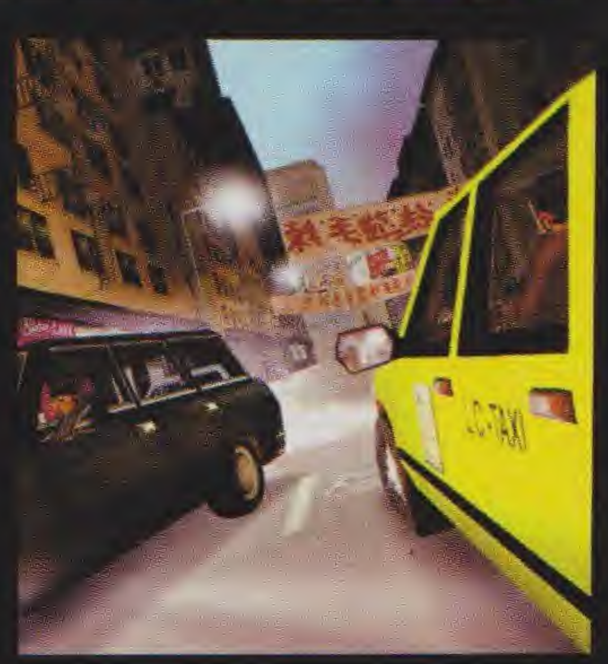
Macalania Puzzle Room
After you defeat Seymour, there is a puzzle you must solve. First, push the pedestal straight, and then to the left; this will reveal a secret passage. Go down to it. Now take the Green Sphere and put it in the left-most slot on the bottom floor. This will reveal another Macalania Sphere. Put one of the Macalania Spheres in the movable pedestal and push it to the right, so that it forms a single pillar. Put the new Macalania Sphere in the other pillar in the bottom floor. Take the final Macalania sphere from the top that creates the ice path to the bottom, and put it in the final pedestal to complete the bridge.

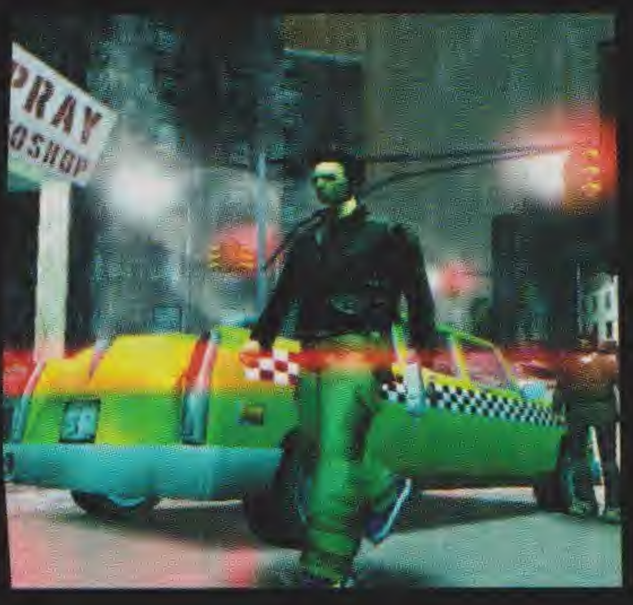
Bevelle Temple
This puzzle is much less confusing than it actually seems. The whole point of it is to get the Destruction Sphere, and place it into the slot that is next to the area that is apparently a dead end. Once you do this, go to the dead end, which takes you to a new area. Before you go to the right, however, go to the left and check out that area. Be sure that you take the Glyph from the pedestal.

Tetris Puzzle
This is significantly easier than you may have initially expected. The very first one should be a breeze, but the next few are difficult. In the first room, you must push in the pillars which reveal the next puzzle. For each puzzle you figure out, you will light up a circle. So, push in a pillar and then go to the next room to decipher it. Go up to the screen that shows the puzzle in the second room and press X. This will show you the pieces that you need to push exactly. If you're scared of messing up, do it one at a time: push in one, then go back to the screen to see where the others lay.

grand theft auto III

DMA DESIGN LIMITED





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PlayStation®2

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Blood
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Strong Language

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EXTRA HELP

Aeons

If you already haven't figured it out, some of your Aeons are elemental, which means that you can heal them by casting their element on them. For example, if Ifrit is near death, simply cast a fire spell on him to replenish some HP. Also remember this when fighting elemental monsters. If you encounter a tough enemy that predominantly uses Fire attacks, call in Ifrit. He will gain HP!

Belgemine

She is tough to beat the first time you encounter her, but it is possible. Simply encounter her with your Aeon ready to unleash its overdrive. First, use your Overdrive, and for your second turn, use your shield. This will lessen the damage of Ifrit's Meteor attack. Now, simply attack Ifrit and cast spells, blocking the Meteor attacks, which come every other turn. Once you get another overdrive attack, use it immediately, and you'll win!

Capturing monsters

If you capture each type of monster in the Calm Plains, you will receive items, which can be used to attach various abilities to your weapons. In general, when you're fighting, simply equip the capturing weapons and get monsters when you can.

Yojimbo

He is in the cave of the Fayth. The path to the cave is located to the right of the path that takes you to Zanarkand. You will have to fight a summoner. To dispose of her easily, just use your Aeons' Overdrive three times. In order to get Yojimbo, however, you need 300,000 Gil. You may want to come back to this when you have the Gil.

Revisit the Aeon Shrines

At first, you're not allowed to re-enter the Aeon Temples. After you beat Seymour inside of Sin, go to Seymour's town of origin, and speak with the elder. This will allow you to access the temples. When you return, you will find some treasure chests with useful items contained inside.

Anima

In order to add this powerful Aeon to your list, you must first complete the broken sphere puzzles, and obtain every treasure at the Aeon temples.

Three Magus Sisters

If you would like this Aeon, first capture every monster in the Nagi Plains and Gagazet Mountain, and beat all of Belgemine's Aeon battles. You will find them in the Remiem cavern, where you found Al Bhed Primer Volume 24.

AP TRICK

There is a trick in the game that allows you too get lots of AP easily to level up your character to the maximum. Use ten Doorway to Tomorrows on a weapon to equip the ability Drive to AP, which allows you to build up AP in a fight instead of your Overdrive meter. Now set your Overdrive type to Ally. Go to the Cavern of Stolen Fayth, where you can obtain Yojimbo. Walk around until you encounter the Magic Pot. Cast Haste on the character with the Drive to AP ability. Now just keep defending over and over (press Triangle to Defend). This will take more than a few hours, so I suggest using a controller with a Turbo feature, and taping down the button. You also might want to equip the weapon with Drive to AP on it, with Double Drive and/or Triple drive. This will greatly speed up the process.

Secret Area Coordinates (Airship)

Sanubia Sand Dune: X-15, Y-41
Ascon
Go to Sanubian Sands with your airship. You'll also find this item in a treasure chest.

Baaj Temple: X-16, Y-57

Here you will find a monster you encountered at the beginning of the game. He isn't too tough; just be sure that you have armor equipped with Stoneproof or Stoneward. Once inside, you find a new temple. You should've visited six temples throughout the game. If you unlocked every treasure chest in each of these temples, you will be able to get all of the prizes. Each temple completed yields a new surprise.

Besaid Falls: X-31, Y-73

Dragoon Lance
Go to Besaid Falls with your airship. You will find the item in a treasure chest there.

Mi'ihen Ruins: X-34, Y-58

You will find the Sonar item here. Just run to the left and hit X. You should get it.

Battle Site: X-42, Y-57

Here you will find a treasure chest containing Phantom Bangle.

Password (Airship)

Besaid Ruins 2
MURASAME: Password No. 3
Go here to find the Murasame weapon for Auron.

Transport Boat

In the room next to the save point, you will find a guy on the left feeling sick. Across from him is a brown case. Kick it a bunch to get some potions.

Braska Sphere

After you defeat Biran, and you're traveling through the ice mountain area, there is a side path up and to the right, a little before you exit the first part. The Sphere is located at the end of the path.

Key Features

- ✧ Create and customize your party members from 5 races and 8 character classes!
- ✧ Over a hundred items and weapons to discover!
- ✧ Advanced 3D battle engine allows you to fight over a dozen enemies at the same time!
- ✧ Fear the Reaper! Explore a vast underground world, but don't lose your way or the Reaper will come for your soul!
- ✧ Combining the power of certain magic stones paves the way to stronger spells. Are you good enough to find them all?
- ✧ Allied Actions are the key to victory, but will clashing personalities in your party keep you from realizing your maximum potential?

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JAK AND DAXTER

Tough Orbs And Bosses

Although the game is somewhat easy, the bosses and some of the orbs are tough. So we've provided boss strategies, and the manner in which to get the toughest orbs. Good luck!

BOSS STRATEGIES

Boss One - Forbidden Jungle

First, avoid the spiky creatures it sends forth until their pointy bits disappear, then move in for the kill. The boss will then sprout two giant leaf platforms — use these to jump and strike it in the head. Repeat this three times, dodging its underlings in between, and you'll be victorious.

Boss Two - Mountain Pass

First, you'll need to avoid the flaming rocks he throws at you by jumping across the three floating platforms. You only have to single-jump; double-jumping will just risk you getting hit. A Blue Eco sphere will appear above one of the platforms after the boss stops hurling rocks at you. Grab it and a Precursor bridge will form out of the lava. Run along this toward the boss while dodging the giant boulders he rolls at you. At the end of the bridge is Yellow Eco; grab it and let loose with a volley of fire attacks against the boss. After he goes down, you need to run back across the bridge without letting the boulder hit you. Repeat this two more times (each time he'll throw rocks faster and the bridge will lose more pieces) and the power cell is yours.

Boss Three - Gol and Maia's Citadel

Grab the Yellow Eco spheres and then jump while shooting to take out the robot's energy ray. Maia will yell at Jak before firing out a hovering drone. At this point, run through the Blue Eco vent and head for the launch pad, but don't use it just yet. Wait until the drone is surrounded in an energy field and then fire yourself upwards. If you time it right, the drone will explode below you. After you land, strange Dark Eco creatures will emerge from the silo. Dispatch them with Yellow Eco blasts while launching projectile attacks at the robot. Once disabled, it will launch another floating drone. Repeat the same steps as before to avoid its explosion. There will be another, faster round of creatures and robot attacks after this. Use the Yellow Eco to blast them, avoid the robot's energy attacks, and shoot it whenever possible. If you're successful, the massive 'bot will be vanquished and the ending cinema will kick in. Congratulations!

GET 101 POWER CELLS

Forbidden Jungle

To find the hidden power cell here, drop down into the river below the floating Precursor bridge (the one that activates with Blue Eco) and follow it toward the ocean. You'll have to avoid killer fish along the way, but at its end lies a secret platform with a power cell on top.

Mountain Pass

While riding the A-Grav Zoomer through Mountain Pass, you'll find a Yellow Eco vent just before entering the cave — the last third of the level. Fly through it and immediately look left; you'll see an oddly colored section of rock wall. Use Yellow Eco blasts to destroy it and head inside for a hidden power cell!

Volcanic Crater

Take the mine carts to the Spider Cave entrance. If you look opposite of the entrance, across the cart track, you'll see a metal chest perched on top of the rocks. Now, head into Spider Cave (hopping down the platforms) and take a left once inside. Go to the nearby Yellow Eco Vent (you'll have to jump up to it) and position yourself so that it's between Jak and the cave entrance. Run through it and make a bee-line toward the platforms that lead back to Volcanic Crater. Jump up without losing a step and you should have just enough Blue Eco charge left to bust the metal chest and suck the hidden power cell back to you.

LEVEL-SPECIFIC TIPS

SENTINEL BEACH

Don't waste time attacking the cannon operator the first time through; you can't get him yet. You have to activate the Blue Eco vents (in Forbidden Jungle) first, then head back here. Swim out to the Blue Eco vent near his tower, and use it to activate the Precursor launch pads to rocket yourself to his location. Use his cannon to break open the rest of the level's metal chests.

MISTY ISLAND

The sculptor's muse is a fast little critter and always seems just out of reach. When you seem just shy of catching up to it, use Jak's dash attack to close the gap and snatch the prize.

ROCK VILLAGE/LOST PRECURSOR CITY

1. You can activate the Precursor Orb "vending pad" in this area by running through the Blue Eco sphere nearest to it. Then head past (but not directly to) the Blue Eco sphere nearest the naturalist's cart.. Finally, without slowing down, run straight for the pad and you'll have enough juice left to activate it.

2. You can't get to the power cell that appears on top of the City's submerging elevator, via the rock platforms near it. Instead, ride the elevator back underwater and then use the platforms inside the Lost Precursor City itself to get on top and grab the cell. Take the elevator back to the surface and continue the adventure.

SNOWY MOUNTAIN

1. When the spiky ice enemies charge in your direction, dash out of the way.. They'll then become confused, lose their spikes, and open themselves to attack.

2. The force field enclosed "buttons" located are a little deceptive. You can jump over the field and perform a downward attack to activate them. It's tough, but it's worth the power cell for turning all of them off.

SPIDER CAVE

Most of the Dark Eco crystals are located underwater. When you see a pool of it, dive in to touch the crystal, then surface fast to avoid being blown to smithereens!

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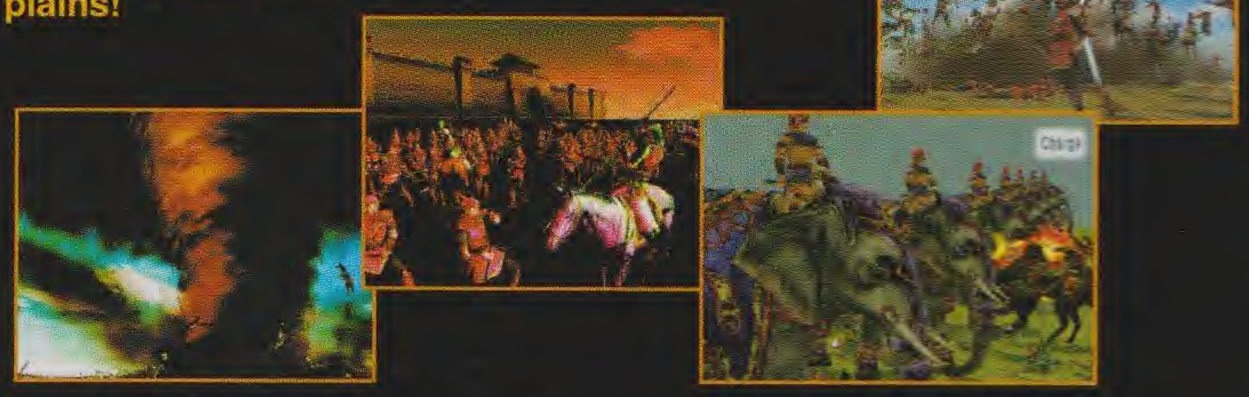

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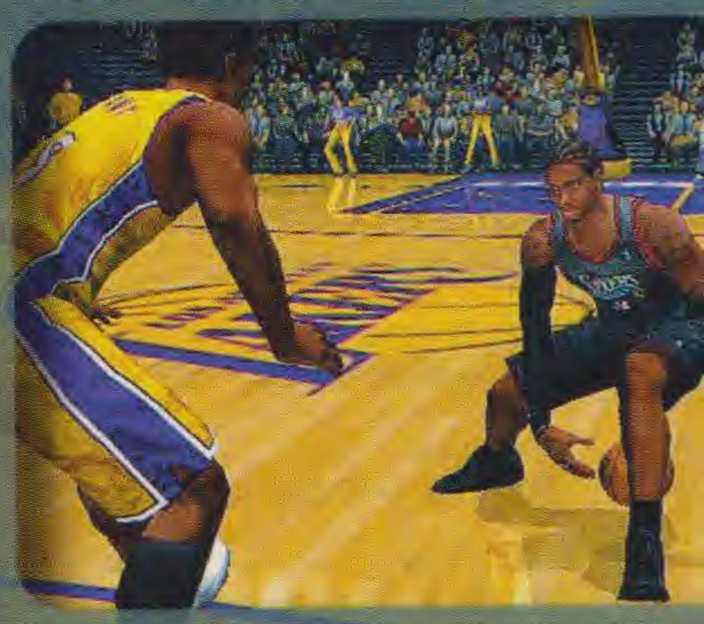

Shut down opponents with a variety of zone defenses.

Blow by defenders with crossovers, spins and jukes.

Stun opponents with all-new alley oops and dunks.

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CODES

This month's hottest cheats

GRAND THEFT AUTO 3

STEAL THESE CODES!

Lower Wanted Level
R2 R2 L1 R2 ↑ ↓ ↑ ↓ ↑ ↓

Clear Weather
L1 L2 ← R2 R2 ← L2 △

Foggy Weather
L1 L2 ← R2 R2 ← L2 ⊗

Cloudy Weather
L1 L2 ← R2 R2 ← L2 □

Rainy Weather
L1 L2 ← R2 R2 ← L2 ○

Tank Cheat
○ ○ ○ ○ ○ ○ ← L2 L1 △ ○ △

Quick Timer
○ ○ ○ □ □ □ □ □ L1 △ ○ △

Civilians Brawl
↓ ↑ ← ↑ ⊗ ← R2 L2 L1

Pedestrians Hate You
↓ ↑ ← ↑ ⊗ ← R2 L1 L2

Insane Pedestrians
R2 ← △ ⊗ L2 L1 ↑ ↓

Flying
→ R2 ○ ← L2 ↓ L1 ←

Better Handling Automobile
← L1 R2 L1 ← ← ← △

Higher Wanted Level
R2 R2 L1 R2 ← → ← → ← →

All Weapons
R2 R2 L1 R2 ← ↓ → ↑ ← ↓ → ↑

Lots of Money
R2 R2 L1 L1 ← ↓ → ↑ ← ↓ → ↑

Max Armor
R2 R2 L1 L2 ← ↓ → ↑ ← ↓ → ↑

Full Health
R2 R2 L1 ← ← ↓ → ↑ ← ↓ → ↑

Explode Cars
L2 R2 L1 ← L2 R2 △ □ ○ △ L2 L1

Ultra Violence - this cheat lacks an indication of confirmation
□ L1 ○ ↓ L1 ← △ → L1 ⊗

Pedestrians Box Each Other
→ R2 ○ ← L2 ↓ L1 ←

* Thanks to Dave Langelier for contributing some of these codes.

SMUGGLER'S RUN 2

SNEAKY CODES

Invisibility
Pause the game and press ← L1 L1 R2 L1 L1 L2. A sound will confirm a correct entry.

Make Cars Lighter
Pause the game and press L1 ← ← L2 R2 R2. A sound will confirm a correct entry.

NHL HITZ

ALL THE HITZ!
NOTE — The numbers relate to how many time you press the following buttons: □ △ ○ and the direction you press on the D-pad.

First-To-Seven-Wins	3 2 3	←
Always Big Hits	2 3 4	↓
Big Head Players	2 0 0	→
Big Head Team	2 2 0	←
Big Puck	1 2 1	↑
Bulldozer Puck	2 1 2	←
Domino Effect	0 1 2	→
Hitz Time	1 0 4	→
Hockey Ball	1 3 3	←
Huge Head Player	3 0 0	→
Huge Head Team	3 3 0	←
Huge Puck	3 2 1	↑
Ignore Last Code	0 1 0	↓
Infinite Turbo	4 1 3	→
Input More Codes	3 3 3	→
Late Hits	3 2 1	↓
No Crowd.	2 1 0	→
No Fake Shot	4 2 4	↓
No One Timers	2 1 3	←
No Puck Out Of Play	1 1 1	↓
Pinball Boards	4 2 3	→
Rain	1 4 1	←
Show Hot Spot	2 0 1	↑
Show Shot Speed	1 0 1	↑
Skills Versus	2 2 2	↓
Snow	1 2 1	←
Tennis Ball	1 3 2	↓
Turbo Boost	0 0 2	↑
Won Fight Equal Goal	2 0 2	←

GIANTS: CITIZEN KABUTO

HUGE CODES!

ALPUN	Enable cheat menu
XTRASEE	Enable front view camera
KVIEW	Enable front view camera for kabuto only
MBP4UJP	Unlocks all missions
FALLOUT	Gives player infinite ammo
BGDA	Gives player infinite mana
38HK	Gives player infinite jetpack
MOLITOR	Makes player invincible
LILBUDY	Allows access to the cheat giftshop with SELECT + ↑
THEHARE	Makes player move really fast
CLOSEUP	Enables the enhanced zoom mode
DOROTHY	Makes to world rainbow colored
ANGRY	Turns the screen red
SNIPEME	Turns the screen green
UDDOIT2	Turns the screen blue

CART FURY CHAMPIONSHIP RACING

UNLOCK IT ALL!
Enter all of the following codes at the Cheat Menu.

Unlock All Cars Option
△ ⊗ △ □ L2 △

Unlock All FMV Option
L1 ○ R2 ⊗ L2 △

Unlock All Tracks Option
← △ ⊗ ⊗ R2 L1

Unlock Death Wall Option
⊗ □ R2 △ ← R2

Unlock Opponent Death Car Option
L2 □ L1 R2 R2 ⊗

Unlock Death Car Option
L1 □ R1 R2 L2 L1

GAMESHARK CODES

ACE COMBAT 4

Must Be On	EC8785281438A94C
All Aircraft	1CBD844861DFB00C
	4CBD844C1456E40C
Extra Paint Schemes	
	1CBD845061DFB00C
	1CBD845061DFB00C
	1CBD845461DFB00C
	1CBD845861DFB00C
	4CBD845C1456B00C
All Weapons	1CBD846861DFB00C
	1CBD846C61DFB00C
	1CBD847061DFB00C
Max Ammo A-10A	
	1CBD9E5014DF089C
	4CBD9E521456E788
	4CBD9E561456E788
	4CBD9E5A1456E788
Max Ammo EF-2000	
	1CBD9ED014DF089C
	4CBD9ED21456E788
	4CBD9ED61456E788
Max Ammo F-117A	
	1CBD9EC014DF089C
	4CBD9EC21456E788
	4CBD9EC61456E788
	4CBD9ECA1456E788
Max Ammo F-14A	
	1CBD9E4014DF089C
	4CBD9E421456E788
	4CBD9E461456E788
Max Ammo F-15 Active	
	1CBDA14014DF089C
	4CBDA1421456E788
	4CBDA1461456E788
Max Ammo F-15C	
	1CBD9E9014DF089C
	4CBD9E921456E788
	4CBD9E961456E788
Max Ammo F-15E	
	1CBD9EB014DF089C
	4CBD9EB21456E788
	4CBD9EB61456E788
	4CBD9EBA1456E788
Max Ammo F-16C	
	1CBD9E3014DF089C
	4CBD9E321456E788
	4CBD9E361456E788
Max Ammo F-22A	
	1CBD9E1014DF089C
	4CBD9E121456E788
	4CBD9E161456E788
Max Ammo F-2A	
	1CBD9EF014DF089C
	4CBD9EF21456E788
	4CBD9EF61456E788
	4CBD9EFA1456E788
Max Ammo F-4E	
	1CBD9F2014DF089C
	4CBD9F221456E788
	4CBD9E261456E788
Max Ammo F-5E	
	1CBD9F1014DF089C
	4CBD9F121456E788
	4CBD9F161456E788
Max Ammo F/A-18C	
	1CBD9E8014DF089C
	4CBD9E821456E788
	4CBD9E861456E788
	4CBD9E8A1456E788
Max Ammo MIG 29A	
	1CBD9EA014DF089C
	4CBD9EA21456E788
	4CBD9EA61456E788
Max Ammo MIR-2000	
	1CBD9E6014DF089C
	4CBD9E621456E788
	4CBD9E661456E788
Max Ammo R-M01	
	1CBD9EE014DF089C
	4CBD9EE21456E788
	4CBD9EE61456E788
	4CBD9EEA1456E788
Max Ammo S-37A	
	1CBDA13014DF089C
	4CBDA1321456E788
	4CBDA1361456E788
Max Ammo SU-35	
	1CBD9E0014DF089C
	4CBD9E021456E788
	4CBD9E061456E788
Max Ammo SU-37	
	1CBD9E2014DF089C
	4CBD9E221456E788
	4CBDA1261456E788
	4CBDA12A1456E788
Max Ammo TND-ID5	
	1CBD9E7014DF089C
	4CBD9E721456E788
	4CBD9E761456E788

Code of the Month

▲ It's the lazy way out, but if you don't have the time, you can unlock everything.

Tony Hawk Pro Skater 3

Unlock All Cheats
Input "Backdoor" as a cheat code

More THPS3 Cheats
1,000,000,000 Points – Method 1
Turn on Perfect Grinds and go to Los Angeles. Go to the fountain and start a Nosegrind or FS 5-0 on its edge. Sit there until your points read 8,000,000. You must do two hidden combos constantly to build your trick strings to the max (251). Depending on your grind, they will be ↓↑ and ↓↓, or ↑↓ and ↑↑. Alternate between the two. Once you get Perfect Manuals, try jumping on and off the fountain.

1,000,000,000 Points – Method 2
Start a lip trick with Always Perfect Grind on. Hold the trick. Once in the Lip position, don't touch any other buttons except △. Now, alternate between a few hidden tricks: ←←△, →→△, ←→△, →←△. Repeat until 8,000,000 points times 251. Depending on the Lip trick you started with, different tricks will be executed.

Unlock Death Wall Option
⊗□R2△R1R2

Unlock Fog
R2R1⊗□□◎

ACE COMBAT 4

SHATTERED CODES!
Beat all 18 missions to unlock the following:
Special Continue, Free Mission, Trial Mission, Scene Viewer, and Music Player.

After you complete every mission, load your completed game data, and go to the Main Menu to access the new options.

SYPHON FILTER 3

CLASSIFIED CODES!
Unlock Super Agent Mode
Complete the game to unlock Super Agent Mode. When you begin again, pause and go to the Options Menu. You can toggle "Super Agent Mode" on for one-hit kills.

SUNNY GARCIA SURFING

KAHUNA CODES!
Input the following codes at the title screen.

Unlock All Surfboards
Hold R1+L1 and press
←◎↑↓◎←↓◎⊗

Unlock All Surfers
Hold R1+L1 and press
←◎↑→◎←←

SSX TRICKY

COOL CODES!
Unlock Pipe Dreams
Get a Medal in every Showoff level.

Unlock Untracked
Get a Medal in every Race level.

SOUL REAVER 2

GHOUL CODES!
Unlock Extras
At the main menu, press ←△→△↓ ◎⊗.

TONY HAWK 3

EVEN MORE CODES!
Neversoft Team Members
Input these names in the Create Player option.

Joel Jewett

Sandy Jewett

Mike Ward

Trey Smith

Tony Hawk's Sons
Again, go to the Create Skater option and input these names.

Spencer Hawk

Riley Hawk

	4CBD9E7A1456E788
Max Ammo X-02	
	1CBDA15014DF089C
	4CBDA1521456E788
	4CBDA1561456E788
	4CBDA15A1456E788

BURNOUT

Must Be On	EC8783CC1444403C
Infinite Turbo All Races	
	4CADF902145625DD
Infinite Credits	4CBB79381456089C
	4CBC83E81456089C
	4CA26E781456089C
Unlock All Cars	1CA215281456E7A5
	1CA2152C1456E7A5
	1CA215301456E7A5
	1CA2152E1456E7A5
	1CA215341456E7A5
	1CA215381456E7A5
	1CA2153C1456E7A5
	1CA215401456E7A5
Unlock All Tracks	3CA2154C1456E7A5
	3CA215541456E7A5
	3CA2155C1456E7A5
	3CA215641456E7A5
	3CA2156C1456E7A5
	3CA215741456E7A5
Unlock All Face-Offs	
	3CA215B41456E7A5
	3CA215B81456E7A5
	3CA215BC1456E7A5
	3CA215C01456E7A5
Unlock Survival	3CA215C41456E7A5
Perfect Stats-Single Race	
	1CBCA9381456E7A5
	1CBCA93C1456E7A6
	1CBCA9181456E7A5
	1CBCA91C1456E7A6
	1CBCA8F817E9C70C
	1CBCABD817E9C70C
	1CBCAAB817E9C70C
Perfect Stats-Championship Race	
	1CBC91D81456E7A5
	1CBC91D81456E7A6
	1CBC90B81456E7A5
	1CBC90BC1456E7A6
	1CBC939817E9C70C
	1CBC927817E9C70C
	1CBC955817E9C70C
	1CA7B888F77A4068
	1CA7B88CDB940798
	1CA7B890EF7528C5
	1CA7B894F36E1482
	1CA7B89814563C97

CAPCOM VS. SNK 2

Must Be On	EC83D2401446911C
Max Groove Points	
	1CDF9FD814BE598C
Player 1 Heavy Jumps	
	4CDF9B441456D7A5
Player 1 Infinite Groove Time	
	1CDF9AB01456E47F
Player 1 Infinite Guard Crash	
	4CDF9A501456F7D5
Player 1 Matrix Jumps	
	4CDF9B441456B7A5
Player 1 No Groove	
	1CDF9A881456E7A5
Player 1 No Groove Time	
	1CDF9AB01456E7A5
Player 1 No Guard Crash	
	4CDF9A501456E7A5
Player 2 Heavy Jumps	
	4CDF9B441456D7A5
Player 2 Infinite Groove Time	
	1CDFA0801456E47F
Player 2 Infinite Guard Crash	
	4CDFA1201456F7D5
Player 2 Matrix Jumps	
	4CDF9B441456B7A5
Player 2 No Groove	
	1CDFA0581456E7A5
Player 2 No Groove Time	
	1CDFA0801456E7A5
Player 2 No Guard Crash	
	4CDFA1201456E7A5
S.Akuma & U.Rugal Available	
	4CAAA63C1456B00C

SSX TRICKY

Must Be On	EC8FA3FC14303924
Unlock Tracks	1CA534C061DFB00C
Unlock Riders	1CA534C461DFB00C
Brodi All Boards	1CA549B81456B00C
Brodi All Golds	1CA549841355E7A5
	1CA549881355E7A5
	1CA5498C1355E7A5
	1CA549901355E7A5
	1CA549941355E7A5
	1CA549981355E7A5
	1CA5499C1355E7A5
	1CA549A01355E7A5
	1CA549A41355E7A5
	1CA549B01355E7A5
Brodi All Outfits	1CA549BC1456E70C
Brodi All Tricks	
	1CA5497C21DFB00C
Brodi Master Status	
	1CA549641456E70C
Brodi Max Stats	
	1CA549702324F6D6
Eddie All Boards	
	1CA537101456B00C
Eddie All Golds	1CA537DC1355E7A5
	1CA537E01355E7A5
	1CA537E41355E7A5
	1CA537E81355E7A5
	1CA537EC1355E7A5
	1CA537F01355E7A5
	1CA537F41355E7A5
	1CA537F81355E7A5
	1CA537FC1355E7A5
	1CA537081355E7A5

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED **CHIEF O'LEARY**.

NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

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TEEN
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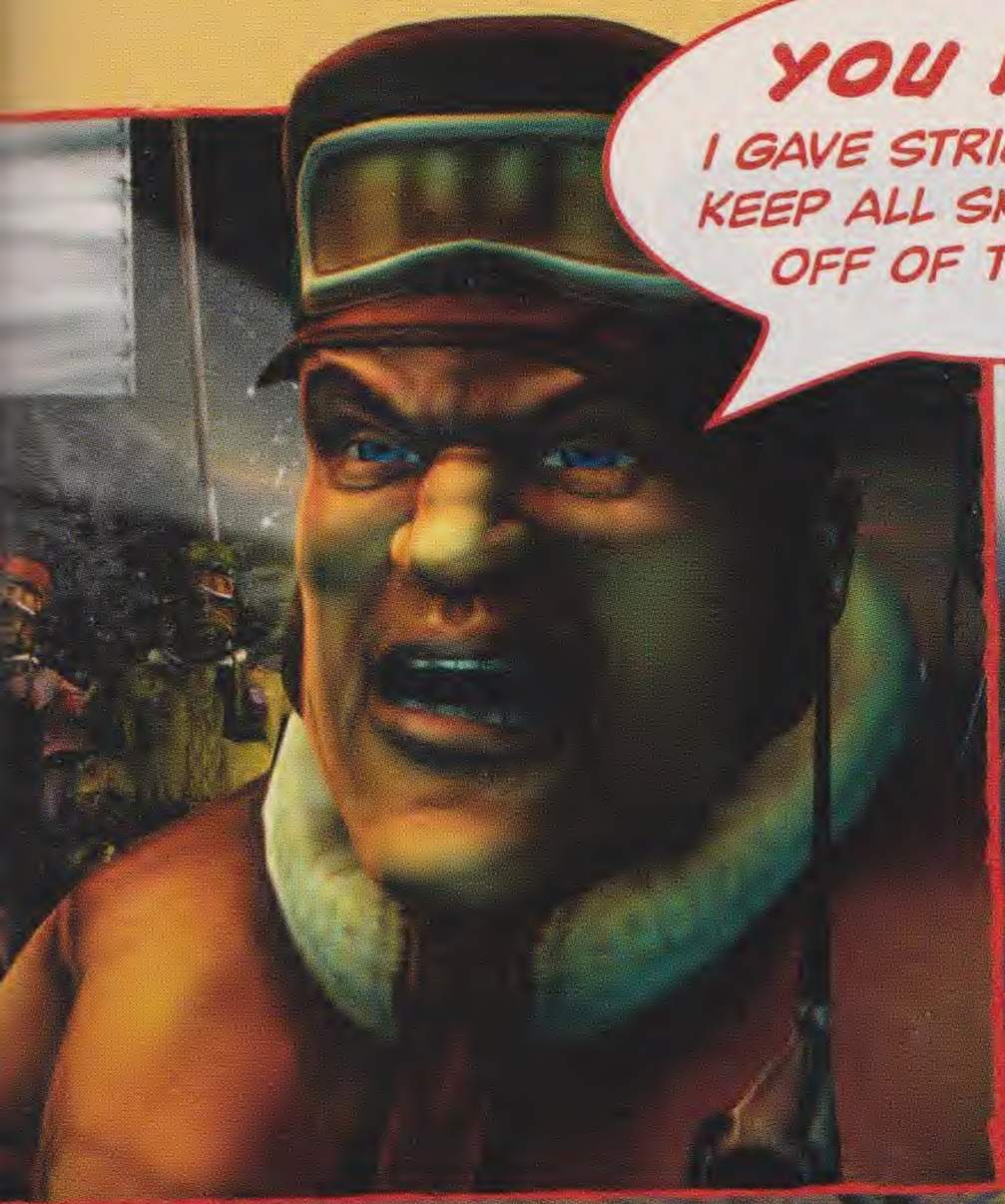
CONTENT RATED BY ESRB

Comic Mischief
Mild Language

RADICAL ENTERTAINMENT™

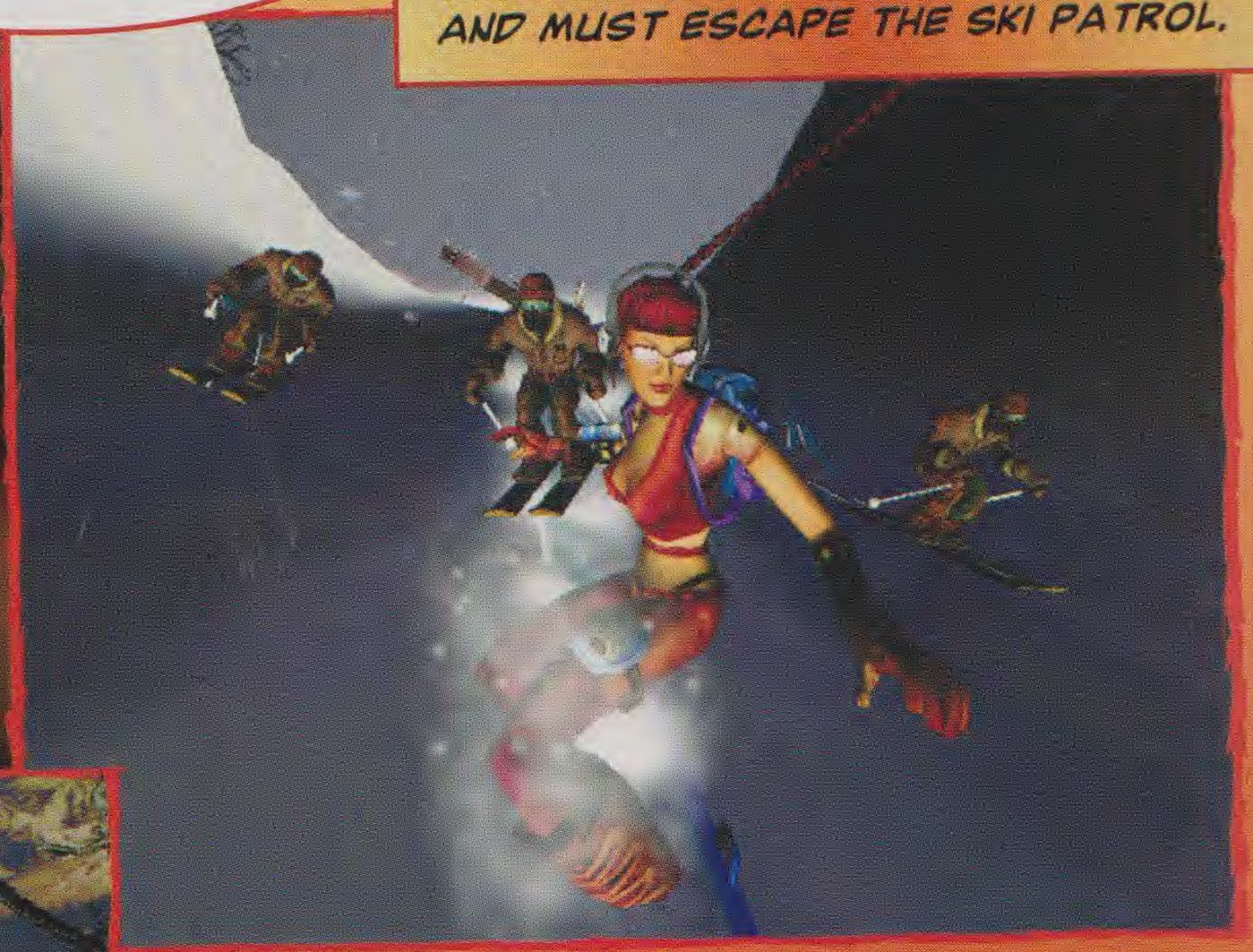
NINTENDO GAMECUBE

XBOX



YOU FOOLS!
I GAVE STRICT ORDERS TO KEEP ALL SNOWBOARDERS OFF OF THE SUMMIT!

NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE AND MUST ESCAPE THE SKI PATROL.



BUT THAT'S NOT THE HALF OF IT. NAYA ALSO HAS TO FIND ALL THE UNASSEMBLED BOMB PARTS AND FIRE THE **ARTILLERY CANNON** TO START AN **AVALANCHE.**

SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.

DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

www.darksummit.net

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LETTERS

The answer to your question is just a letter or an e-mail away

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Brisbane, CA, 94005 USA
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▲ For those lucky few who make it into the PSM Academy, it's four straight months of grueling tests, KFC chicken, and paying for Bill's beer.

CAPCOM: WHERE'S THE PS2 LOVE?

▲ Is Capcom kicking PS2 to the curb? Don't worry *too* much, it's not as bad as it might seem.

Is Capcom Abandoning PlayStation 2?

What's wrong with Capcom? Lately, it seems like they've been slowly abandoning the PlayStation 2. They've put the *Dino Crisis* series, as well as the mega-important *Resident Evil* series, on other systems. What the hell are they doing? And please don't just shrug it off by saying that PlayStation 2 gamers already have *Devil May Cry* and *Onimusha*.

If these games do well on other systems, more companies might take notice and decide to follow Capcom's lead and desert the PlayStation 2. We can't let that happen!

Logan Jarrett, clipwaster@hotmail.com

STEVE: While Capcom has given several reasons why the *Resident Evil* series was moved to Gamecube (see our news story two issues ago), I still can't believe they did that. The overwhelming majority of revenue generated from the *RE* franchise was made on the PSone — the PlayStation audience is where its fans are. It's unfair that the developers took the series away from those that supported it, especially when the PS2 has a larger installed base (I doubt that Gamecube's numbers will ever come close). Perhaps Capcom will reconsider its decision in the future. Capcom still has plenty of games headed our way, though, such as *Onimusha 2*, *Devil May Cry 2* and many more.

Gotta Respect the Dragoons

I have heard all the stories and remarks about the *Legend of Dragoon* being a *Final Fantasy VII* copy, but no one wants to admit that it was one of the best role-playing games ever for the PSone. Yes, it did get a good score by PSM, but many gamers are still confused and do not deem it worthy for a sequel (which is what fans like me are waiting for). When will we be able to continue the adventures of Dart and company? When will those sleepless nights come back to plague us once more? Yes, we are blessed with the coming of *Final Fantasy X* and numerous others, but when will the dragoons fly again???

Rodney, RodneysEmpire@juno.com

TOKOYA: Although we know for sure that the sequel will be coming, we aren't certain of its release date. I'm with ya, man! I can't wait to stay up for three or four days straight, writing that damn strategy guide!

DVD Dilemma

I have been looking at some of the DVD "top 10" lists for some of the past few months and what I have seen appalls and shames me. NOWHERE is

RANDY'S TIP OF THE MONTH:

"If you see a turtle shell lying on the ground, whatever you do, don't flip it over and kick it at anyone! Instead, I've always found that using them like a skateboard, then hitting people with my fists works a lot better — and it doesn't make the little fellas inside as dizzy."

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► **Milton Le**, age 16
MPLe@earthlink.net
Favorite Genres: RPGs, Horror, Action
Favorite Games: *Final Fantasy Series, Tony Hawk's Pro Skater 2, SSX*
Quote: "What are you doing?"

► **Scott Travis**, age 16
squall5099@yahoo.com
Favorite Genres: RPG, Fighting, Action.
Favorite Games: *FF Series, MGS*
Quote: "Girls are no substitute for a PlayStation."

► **Michael Barrera**, age 18
Gotenks69@msn.com
Favorite Genres: All types of games
Favorite Games: *Chrono Trigger, Chrono Cross, Final Fantasy IX, The Legend Of Dragoon, Metal Gear Solid 2, SSX, Tony Hawk 2, Jet Grind Radio, RE 3, RE Code Veronica, Lunar 2*
Quote: "Hey guys... where is Chibi???"

► **Jeff Hall**, age 18
eradicat_82@hotmail.com
Favorite Genres: RPGs, Action, Survival Horror
Favorite Games: *Final Fantasy series, Res Evil series, Legend of Mana*
Quote: "Girlfriends come and go, but your PlayStation is forever!"

there any mention of the DVD releases of the magnificent *Robotech* animated series. What gives, guys? *Robotech* was one of the best and most influential anime series ever created, hands down. It's a sad day when *The Neverending Story* outshines a true sci-fi classic.

Manager John, managerjohn@msn.com

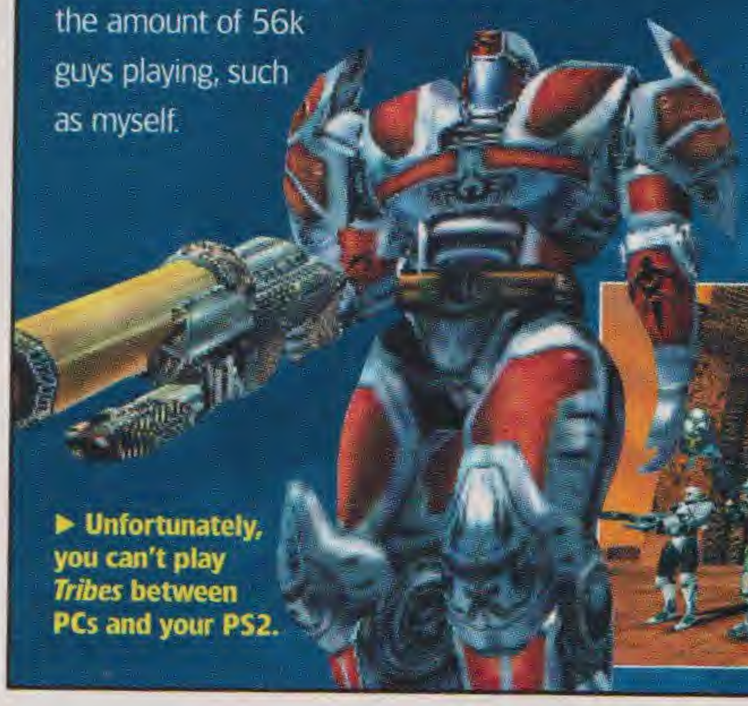
TOMMY: Hey, Manager John. Every time we leave out a good DVD like *Robotech*, we line up and take turns giving one another a swift kick in the ass. Unfortunately, listings for DVDs are usually not all that thorough or accurate until shortly before they release. As a "long-lead" magazine, PSM has to sometimes choose our lists several months in advance of the product actually hitting the shelves. Again, sorry!

CHRIS: I'd just like to add that, personally, I wouldn't suggest picking up the *Robotech* DVDs. The video quality is poor, and *Macross* (the original Japanese version of the series) is now available in a fully restored, fully uncut, subtitled DVD box set. It's a true fan's dream! If you're interested, head over to www.animeigo.com for the best version!

ONLINE INQUIRIES

I've got a few questions and I figured that you guys would be the best to field them. So, what do you say, can you help a guy out?

1. For the PS2's internet capability, will there be any first-party narrowband support? If Sony misses out on getting 56kers online, then they must not realize the amount of 56k guys playing, such as myself.



► Unfortunately, you can't play *Tribes* between PCs and your PS2.

2. For Sierra's new *Tribes* game, which is just *Tribes 2* for the PC (right?), will I be able to play with people on PCs? Because I've played that game since its release on PC and I'm in a clan already and it would rock if I could play with my non-PS2 homies without booting up the ol' PC.

Ben Kunkel, benx1224@yahoo.com

STEVE: 1. Actually, the $40 Network Adapter that Sony is releasing in the near future also contains a 56K modem. So, you can either go online via narrow-band or broadband (via the ethernet plug).

2. Unfortunately, due to changes made to the different maps and the inclusion of PS2 exclusive features, the console version of *Tribes (2)* won't be compatible with the PC version.

The Modem Costs HOW Much?

According to my good friend and loyal Sony fanatic Anthony Ortiz (who won your *Twisted Metal Black* contest), the PS2 modem will cost upwards of $100. At first I thought he was joking as he always is, but then he explained that it was the truth. Needless to say, this tidbit of information startled me. Anthony and I are both hard-core fanatics of the mech-simulation genre, and both of us own *Armored Core 2: Another Age*. We've both beaten everything there is to beat, and have assembled our own dream team of mechs. We have exchanged countless taunts and vows of destruction, since we know that *AC2:AA* has online capability. But now, our battle shall come at a cost of over 100 bucks each?! Say it ain't so! Will Sony really charge that much?

Stephen Swain, cable278@yahoo.com

TOKOYA: Anthony may have confused his prices with the HDD, which *may* cost $100. Fortunately, the network adapter will set you back only $40 — not too bad, eh? Also, probably much to your disappointment, *AC2:AA* won't have online playability. Agetec changed its plans at the last minute.

Shooting People is Expensive

I, like many other gamers, love to blow bad guys to bits. The best gun games, such as *Point Blank* and *Time Crisis Project Titan*, use the Guncon, the best console gun around. But these games cost a minimum of $60 for the game and one gun, then you still need that special hook-up that connects to the back of the system just to use the Guncon. What I want to know is, will people who purchase *Time Crisis II* for the PlayStation 2 need to purchase these extra adapters?

Seth Wilson, Htes1031@aol.com

RANDY: While the new Guncon 2 uses a USB port (instead of a controller port) for its primary connection to the PS2, it still has a secondary cable that needs to be plugged "in-line" with the video output from the system. If your TV's A/V inputs are too far from your PS2, you'll still need one of those adapters that go between the PS2's multi-out and the A/V cable and adds an additional composite video connector. You can then "double up" the Guncon video cables on that connector to use two guns at once.

Hangin' With Houser

Your November issue's Guest Column, featuring Sam Houser, read more like a manifesto than anything else. Suddenly I feel like there's a revolution coming and it's time to choose a faction. Don't get me wrong, though — Mr. Houser is now my personal hero. It's about time someone focused on creating entertainment for those of us who crave more real-life situations in our games, without sacrificing gameplay in the process. Message to Rockstar: Thank you.

Jason Konysky, www.wcj-inc.com

TOMMY: When you first meet Sam Houser, something about the wild look in his eyes and his exuberance strikes you. Speak with him and you immediately come away with the notion that this is a man who is genuinely excited about the possibilities of making games and breaking game genres wide open. Refreshingly, he *(pg. 102 ►)*

GAMES WE WANT TO SEE

SUPER PANTS-OFF

Unlike the original *Pants-Off*, the sequel features the Active Zipper Battle Mode; you have to hit the circle and X buttons quickly to force your zipper down. Once your pants are off, you play a slot machine to determine what else you put on — pajama bottoms, swim trunks, etc. This determines what mini-game you tackle next. Take the swim trunks, and you'll go down a water slide where the goal is to keep your shorts from coming off. Nutso!

► **Matt N.**, age 14
megask8r@yahoo.com
Favorite Genres: all.
Favorite Games: *Metal Gear Solid, Chrono Cross, Dragonball GT Final Bout, Dragonball Z legends, Dragonball Z Ultimate Battle 22, Megaman1&2*
Quote: "I am the Prince of all Saiyans once again!"

► **Musashi Farenheights**, age 16
Musashi Number 9@aol.com
Favorite Genres: platformers, sneaking games, adventure/RPG, survival horror, strategy
Favorite Games: *Parasite Eve II, Majora's Mask, MGS, DOA 2, RE2*
Quote: "Bah! Grimlock will chew his bones!"

► **David Mogel**, age 14
DMx0710@aol.com
Favorite Genres: Action/Adventures, Wrestling, Sports
Favorite Games: *Metal Gear Solid, Resident Evil 2, Dino Crisis, MOH1&2, Tony Hawk 2, WWF Smackdown 2*
Quote: "Your ass is Grass and I'm gonna Smoke it"- X-Pac

► **Martin French**, age 14
Perfect_Slayer@Yahoo.com
Favorite Genres: RPGs, Strategies, Action and Beat 'em ups.
Favorite Games: *FF series, Orphen, Rayman Revolution, RE series, TR series, Tekken series, Sonic series*
Quote: "Better to have died with style, than to have won button bashing!"

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!

▲ **The "Troll Under the Bridge" is just a fairy tale, but the "Bill Behind the Printer" is all too real.**

▲ **As the interest piles up, Bill's dart board moves lower down. At $20, you're hittin' the high notes.**

▲ **Dan is many things: an honest man, a caring man, a family man. But above all else, he's a man.**

▲ **The Cool Breeze 3000 can hit speeds of 300 mph — *after* you take the training wheels off.**

► **meant every word about Rockstar in his Guest Column. Whether or not you believe in this "manifesto" or like the kinds of games Rockstar makes, every form of entertainment needs innovators who are willing to test and stretch their medium's limits. Rockstar definitely fits the bill. We wanted to get Sam on the record before games like *Grand Theft Auto 3* and *State of Emergency* hit the market, because you will definitely see what he was talking about in action. Unfortunately, his picture (circa the early 1980's) doesn't really do him justice!**

Tommy Stole This Guy's Girl

I would like to say that Tommy Layton needs an ass kicking. He is the biggest geek I have ever seen. I know you can't admit this publicly, but I know that the majority of you are sickened by the pretentious, superficial way he tries to be cool. The rest of you are gaming geeks, but that is okay, because that is who you are and it is a good thing, but Tommy is a pretender in the greatest sense of the word.

Please try to create circumstances to where he continually is left out of photo shoots, game reviews, and other staff related exposure in the magazine. I know I speak for the gaming community at large, as well as the rest of the staff at your great magazine.

Jason, JASONSWD2000@aol.com

TOMMY: Drat! I've been found out. This whole time I've been hoodwinking everyone by pretending to be a pale, socially inept gaming geek like the other PSM staffers — no offense. But now, Jason the super-sleuth has blown my cover. I even farmed out all my work to real professionals, and no one was the wiser that my sole responsibility here in the office was to try very, very, pretentiously hard to be cool. It was all for naught! Curses! I would have gotten away with it, if it wasn't for you meddling kids!

PS2 *FF* Remakes: Yes or No?

In issue #52, page 19, you guys stated that there is, "little or no chance that the U.S. will ever see the *(Final Fantasy VII, VIII,* and *IX)* remakes". However, on page 132 of the letters column, Tokoya said, "*FF VII, VIII,* and *IX* will eventually make their way to the PS2." I found this all a little confusing, as I was very much looking forward to their releases. So, the question is: will the *FF* remakes be released in the U.S. for the PS2?

Dan Carreira: danfelixca@yahoo.ca

STEVE: It's doubtful. Right now, the PS2 remakes of *FF VII, VIII* and *IX* are on indefinite hold. Square is currently reevaluating all current projects due to the major losses they took with the *Final Fantasy* movie. Until their profits start to get get back up there, you can expect the company to be very careful of the games it releases.

Hoping For a Hedgehog

I heard that GameCube will be getting *Sonic Adventure 2* instead of PS2 — YARGHH! *Sonic Adventure 1&2* would go *perfect* on PS2, but Gamecube is getting them. Will you please let me know if a *Sonic* game is coming to the PS2?

Tom Adams, sonic_hedgehog21@hotmail.com

STEVE: Currently, Yuji Naka and his Sonic Team are happy just working on the Gamecube and Xbox. Admittedly, the producer/director has gone on record with his dislike of the PS2. However, that doesn't mean that future titles won't show up on Sony's console. In fact, rumor has it that *Sonic Adventure 3* could show up on the PS2 *first*. Oh, and I'm sure that *Phantasy Star Online Ver. 2* will show up soon, as well.

HARDCORE

Respect Videogame Music!

A lot of things make games great, but no one appreciates just how important music is. Music adds suspense, fear, and about a million other emotions to a game, but I almost never see any mention of it in reviews.

Matt Miller, krabapplematt@hotmail.com

CHRIS: Everything that you said is true — a great game is just that much better with a compelling soundtrack. The reason that we tend not to mention music in our reviews because it's so subjective; everyone's tastes vary wildly. So, we only mention music if it's either extremely good or extremely bad.

CELEBRITY LETTER

Greetings, comrades. It is I, Revolver Oceleot. I'm hoping you can help me with a little problem... *RAAARGHHH!* YOU'RE the problem, fool — Liquid's in charge now! I live on through this arm, which, I must say, Ocelot keeps quite busy. Not an hour goes by that he's not yanking... *RRAARRGGGHH!* Get out of my mind, Liquid! And don't blame me for your perverted indiscretions! *RAAARGHHH!* Talk to the hand, Revolver. Talk to the hand.

► **Phil Coey**, age 18
KaiserPLC@aol.com
Favorite Genres: RPG, Fighting, Strategy
Favorite Games: *XENOGEARS!, Grandia1&2, Breath of Fire 3&4, Chrono Cross, Brigandine*
Quote: "I am Alpha and Omega" – Xenogears

► **Brent Almquist**, age 15
nemo_13_2000@yahoo.com
Favorite Genres: RPG, shooters, action/adventure, first person shooters
Favorite Games: *Metal Gear Solid, Final Fantasy IV, VII and IX*
Quote: "Eat a live toad in the morning and nothing worse will happen to you for the rest of the day."

► **Justin Underhill**, age 15
etoile989@home.com
Favorite Genres: RPG, Adventure
Favorite Games: *Xenogears, Chrono Cross, FF7, FF8, FF9, Star Ocean 2.*
Quote: "Hatred may make you strong, but it also makes you blind and stupid."

► **A.J. Guiamelon**, age 14
MysterySoldier1@aol.com
Favorite Genres: FPS, Platform
Favorite Games: *Chrono Trigger, Mario 64, Goldeneye, Metal Gear Solid, Final Fantasy VII, Madden 2001.*
Quote: "Real knowledge is to know the extent of one's ignorance."
—Confucius

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.
A STATE OF EMERGENCY HAS BEEN DECLARED
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.

STATE OF EMERGENCY

PlayStation®2

TRY TO TOPPLE THE CORPORATION
OR SIMPLY CAUSE COMPLETE MAYHEM

PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE
FILL THE SCREEN -
EACH CITIZEN REACTS DIFFERENTLY TO EVENTS

WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

VIS

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RESET

This issue's over, but another one is already on the way

NEXT MONTH

THE PSM 10 AWARDS

We had intended to run this year's PSM 10 in this issue, but we ended up having to wait for some last-minute games for consideration. Now we've got our full, complete list and it's sure to be controversial!

ADVANCED MGS2 AND FFX SECRETS

Even if you've played through these games by next month, you still won't know *everything*. Tokoya is currently digging through those games and more, and he's already dug up some shocking new extras!

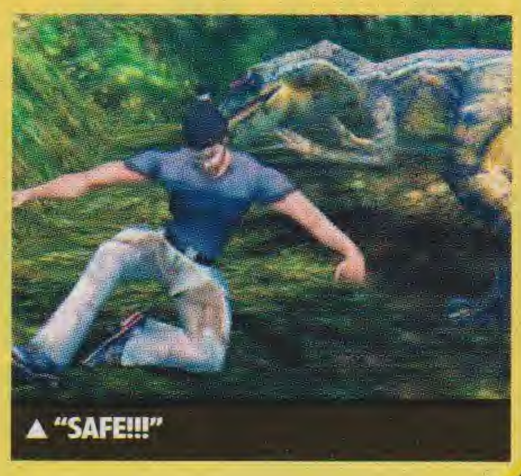
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #54, c/o Imagine Media, Brisbane, CA 94005** (or at **psm@imaginemedia.com**, with "**PSM Caption #54**" in the subject header). Be sure to include your full name and address so we can contact you if you win. Good luck!

AND THE WINNER IS...

MATT MUNIZ is the winner of our October 2001 (issue 50) Caption Contest. Funny stuff, Matt, and pretty darn clever, too. Your PSM Prize Pack is on the way!



▲ "SAFE!!!"

3 YEARS AGO IN PSM...

JANUARY, 1999

What Was and Was Not

At the beginning of 1999 we did what we do every year, which is to predict what the year ahead has in store for gaming. You can tell that we nailed it right on the money that year, with that big PocketStation blurb in the top right corner. (Cough.) Anyhoo, most of what we said came true, just so you know that we're still bad mamma-jammas with crazy videogame psychic powers.

This issue also featured our PSM 10, in which *Metal Gear Solid* took home Game of the Year honors. But forget all that — what *really* mattered that issue was that little blurb in the lower-left: "MOST CODES EVER!". If that doesn't just scream "Epic Event" at the newsstand, we don't know what does.

▲ Let's see here... Preview '99, Game of the Year... Wait a minute — "Most Codes Ever?" SOLD!

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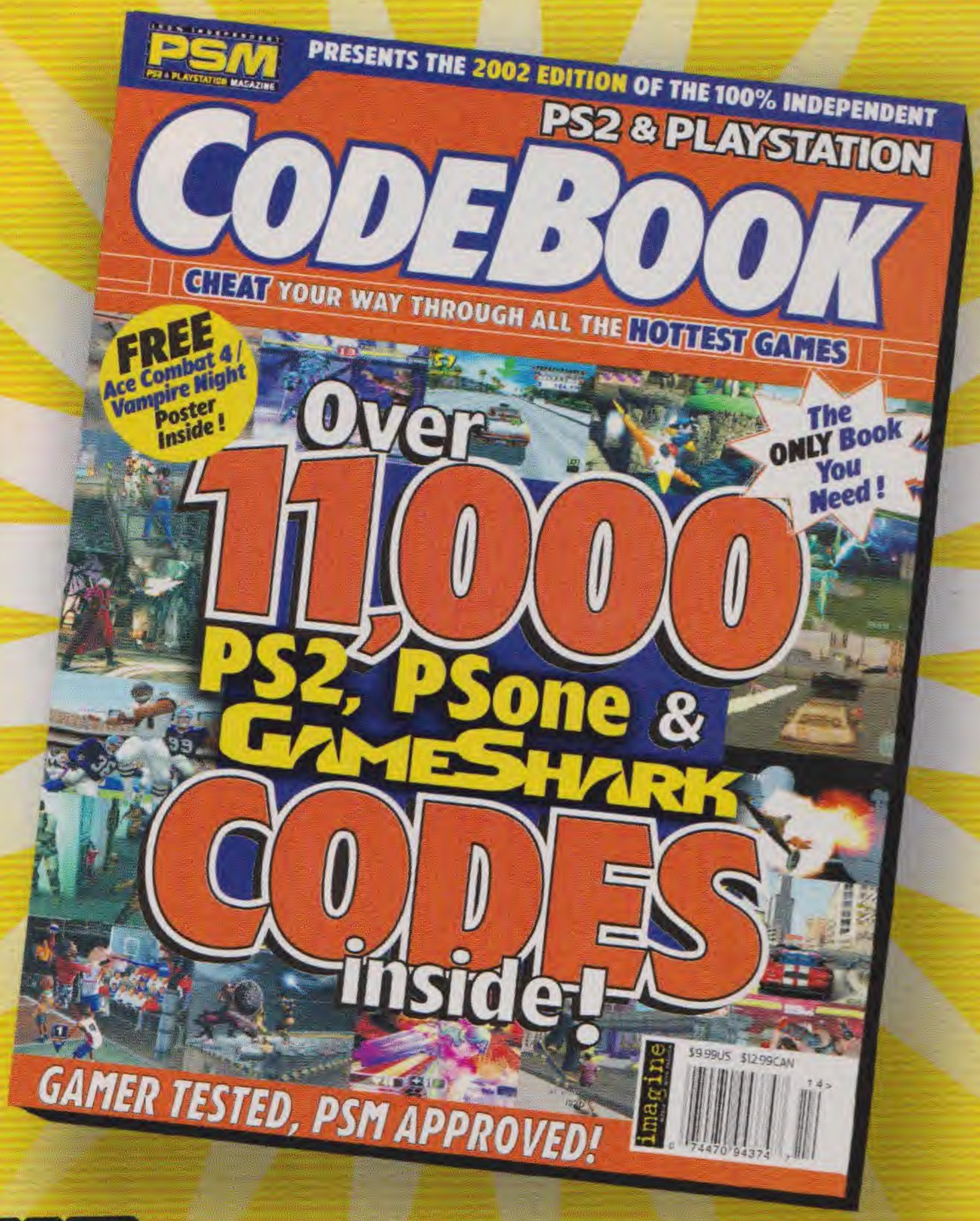

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